



North Island and South Island

COMPETITION RULE BOOK AUGUST 2021

Updated August 2021

At all times the Objective of NZRC competitions is to promote a friendly atmosphere.

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SECTION ONE

ADMINISTRATION & MANAGEMENT

1:1. At all times the objective of this Teams Event is to promote a Fun and Friendly atmosphere centered around the Team Effort, encouraging confidence and horsemanship and riding skills for all.

1:2. The NZRC National Committee shall:

- (a) Investigate events and rules which may be most suitable for Teams Events.
- (b) Ensure the promotion of Teams Competitions.
- (c) Ensure perpetual trophies, ribbons and product prizes shall be the only form of reward given to winners of NZRC Competitions.
- (d) Nominate an Official Steward from the Committee to liaise with the Host Club to give direction and advice concerning the running of the Teams Event.

1:3. The National Committee shall supply, free of charge, to the Host Club; Competition Rule Book and Judges Score sheets.

Competition Rule Book and Judges Score sheets are on the NZRC website nzridingclubsbridleways.nz

1:4. Funding.

On application to the National Treasurer, the NZRC will supply the Host Club with a \$300 donation and a \$200 advance. This advance must be refunded after the Event.

1:5. Ribbons or Rosettes

NZRC National Committee will pay for the **Overall** Winning Team Ribbons or Rosettes **only**, max 6 Ribbons or Rosettes. Please send invoice to the National Secretary.

1:6. Trophies. All trophies donated for a NZRC Competition shall become the property of New Zealand Riding Clubs & Bridleways of NZ Inc and shall be awarded according to the donors wishes, with the approval of the National Committee.

1:7. Sponsorship may be accepted by the Host Club or National Committee under the following conditions;

(a) The sponsorship becomes the property of the NZRC and is used to offset the expenses of the particular event for which they were donated.

(b) The Host Club may give free advertising in return for sponsorship by;

- advertising in the programme/schedule.

- naming an event or jump after the sponsor.

- placing sponsor's advertising about the grounds.

- allowing sales of the sponsor's products at the venue.

(c) Sponsorship may be received in the form of;

- lump sum of money

- the sponsor's product being awarded as prizes.

SECTION TWO

ORGANISATION

2:1. Host Club. All clubs are encouraged to host NITE/SITE at some time. Clubs interested should apply to the National Committee.

The Host Club Must;-

2:2. Nominate a NITE/SITE Secretary/Treasurer. The Host Club must inform the National Committee of the name and contact details for the Secretary/Treasurer as soon as possible, and request their Start-up Funds. Rule Book and Score sheets are on the NZRC website nzridingclubsbridleways.nz

2:3. Insurance. The Host Club shall ensure that they are members of the NZRC Public Liability Insurance Scheme. The Riding Clubs' Public Liability Insurance gives cover for all the official NZRC Competitions in the event of accident, loss or damage occurring to the property of a party (including the general public, competitors or officials). Full details should be recorded and sent at once to the National Committee who shall deal with all claims.

2:4. Select a Venue. Facilities required;-

- (a) Space to set up equipment for all the Phases selected.
- (b) Suitable Cross Country course if required.
- (c) Suitable building, tents or other cover (horse floats, caravans etc) with power, will be required for;
 - the Secretary
 - the Scorers
 - Refreshments - It is advisable that judges and officials be provided with luncheon facilities separate from the general public, so that time will not be wasted and they can take a break.
- (d) Overnight camping area and facilities - showers, toilets, etc. Portable showers/toilets can be used.
- (e) Overnight and daytime grazing, stabling, yards etc.
- (f) Water - Provision must be made for watering and washing horses.

2:5. Set the Date for the Competition and notify the Riders Roundup Editor and Website Convenor as soon as possible.

2:6. Equipment. A more specific list of equipment required for each Phase is included in the Appendix. Some venues will supply all equipment. Below is a list of general equipment;-

- (a) Arena equipment
- (b) Jump poles, stands and flags
- (c) Public Address Equipment - Loud speaker equipment is a great asset to any competition. If events 2A or 2D are to be used a separate speaker system will be required for the music.
- (d) Mobile telephones or radios in case of emergency.

2:7. Entry Fees. The Host Club must determine these.

2:8. Stabling/Grazing and Camping Fees. The Host Club must determine these. Grazing and Camping fees can either be collected with the Entry Fee or from the Teams on arrival at the venue.

2:9. Selection of the Events to be included in the Competition.

A complete list of Events is in Section Four of this Rule Book. When selecting which events to include consider;

- (a) The equipment and facilities available.
- (b) The manpower available.
- (c) The time required to run each event without causing pressure on competitors and organisers.

2:10. Schedule. A schedule for the competition shall be published by the Host Club not less than eight weeks before the event. The Competition Secretary can send give a copy of this schedule to the Riders Roundup Editor to be posted with the next edition and Website Convenor to be added to NZRC Website.

It is not necessary to repeat the rules in this book, but sufficient to give;-

- (a) Place and date of event, with approx. timetable
- (b) Phases & classes to be held (dressage test, if used, to be stated)
- (c) Entry Fees and Entry Form
- (d) Closing Date
- (e) Venue facilities and costs, such as stabling, grazing and accommodation.

(f) Venue rules - eg. no dogs.

(g) Statement that this Competition is run under NZRC Rules for Competitions and entry implies acceptance of those rules.

2:11. Sponsorship. This can be worth the effort to obtain. Check conditions stated in Rule 1:7.

2:12. Timetable. The Competition shall be held over two days. It is essential, if the interest of spectators is to be maintained, that competitors in the cross country and showjumping should follow one another consecutively, and without intervals between teams. In a Teams competition, all members of team one ride consecutively, followed by all members of team two etc. There must be a minimum of 30 minutes between the completion of Phase Three and the start of Phase Four.

The timetable for the whole of the competition shall be carefully worked out beforehand. The order (by secret draw) and approximate starting times of the competitors should be given to each club and each collecting ring steward. Including any breaks allowed for.

2:13. Programme. A programme should be provided for all competitors. These can either be distributed once entries have been received or on the Team's arrival at the venue. All programmes must include;-

- (a) Statement that the event is held under the NZRC Rules.
- (b) List of entries in team/numerical order (in same order as the public score board). It should give the team's name and number, and the name of the Riding Club.
- (c) List of officials, including Competition Secretary, Official Steward, Judges, and Technical Delegate.
- (d) Plan of venue and Cross Country course.
- (e) Venue rules and any rules concerning dogs on grounds.
- (f) Liability Disclaimer.
- (g) Sponsor advertisements.
- (h) First Aid arrangements.
- (i) Contact details for Vet.

2:14. Officials and Judges. The Host Club must select and engage all Judges* required, a Gear Inspector and a Technical Delegate. Host Clubs must ensure that all judges are provided in advance with a copy of the appropriate section of the Rules and are informed of;-

- (a) The venue of the competition (with directions).
- (b) The time of starting.

- (c) Where and when they should report for briefing.
- (d) Before the start of the competition, they should be briefed on their duties and they should be provided with an up-to-date list of the competitors, with their starting order. Writers provided for Dressage Judges should also be briefed in their duties and know the test (where applicable).

*The Host Club is responsible for providing accommodation and meals for judges and compensating their travel.

2:15. Official Steward. An Official Steward is appointed by the National Committee for each NZRC Competition to give the Host Club help and advice.

His/her duties are as follows;

- (a) To ensure that the Rules for NZRC Competitions are complied with in all respects.
- (b) To check the dressage arenas to see that they comply with the rules and regulations.
- (c) To see that the Hosts are thanked at the end of the Competition on behalf of the NZRC National Committee.
- (d) To Chair the Disciplinary Committee in the event of a protest.

2:16. Technical Delegate. A Technical Delegate is appointed by the Host Club to give them help and advice. His/her duties are as follows;-

- (a) To advise on the layout, height and length of the Cross Country course, the type and siting of obstacles to be built, their construction and adjustment for height.
- (b) Before the start of the Cross Country to check on alterations and to ensure that flags are in the correct position, the obstacles correctly numbered the course properly and adequately signed, and arrangements made for spectator control where necessary. The final course must be ready 2 hours before the start, after which no alterations are permissible.
- (c) To ensure that the Cross Country Jump Judges are correctly briefed. He/she should undertake this duty themselves if requested by the Host Club.
- (d) To check the arrangements for starting and timing the competitors.
- (e) To inspect and approve the showjumping and Riding Clubs' Mount courses, which must be ready for inspection by the competitors a minimum of 2 hours before the commencement of these classes.

2:17. The Disciplinary Committee. The Disciplinary Committee shall consist of the Official Steward (Chairman), the Technical Delegate and one other nominated by the Host Club.

2:18. Disciplinary Committee Action. In the case of a protest or if in the opinion of the Official Steward, any member of an affiliated Club, any rider, competitor, trainer or any other person taking part in any event or any person assisting any member, rider, competitor, trainer, has been guilty of;-

- Dangerous behaviour or cruelty.
- A breach of the rules.

The Disciplinary Committee may impose all or any of the following;-

- (a) A reprimand and/or point penalty.
- (b) Disqualification of the horse and/or rider from any phase of the event.
- (c) Suspend the horse and/or rider from taking any further part in the competition.

In extreme cases - ie. Doping, cruelty, illegal behaviour, the Disciplinary Committee must also refer the case to the National Committee in writing.

The National Committee may impose all or any of the following penalties;-

- (d) A reprimand.
- (e) Disqualification/debarment from taking part in any further NZRC competitions for the current year.
- (f) Debarment from taking part/competing in any further NZRC competitions.
- (g) Withdrawal of membership to NZRC.

2:19. The findings of the Disciplinary Committee or National Committee shall be final and no appeal shall be entered into.

2:20. Gear Inspector. All events require a Gear Inspection, so an informed and knowledgeable Inspector must be nominated. This person MUST;-

- (a) Have a thorough knowledge of the NZRC Competition Rules and be given a copy of the Dress and Saddlery Rules.
- (b) Have a broad knowledge of different types of saddlery and how it is correctly fitted.

2:21. Staff. As well as the Judges and Officials, the appointment of the following people is the responsibility of the Host Club (for a phase by phase list see appendix);-

- Announcer.
- Collecting Ring Stewards for each class.
- Farrier (not compulsory, but useful).
- Cross country stewards to repair damage to jumps and to keep the course clear.
- Showjumping/Riding Club Mount stewards to re-erect obstacles.
- Runners either mounted, on foot or on motor bikes.
- Scorers.
- Starter for Cross Country.
- Time Keepers.
- Writers for Judges.

2:22. First Aid Personnel. There must be a registered First Aid person with the appropriate equipment on the grounds at all times during the Competition.

Highly recommended that the following be in attendance: Ambulance with Ambulance Officer and Primary care Officer or First Aider.

OR Ambulance and Paramedic and Primary care Officer or First Aider.

2:23. Veterinarian. It is not necessary to have a Vet on the grounds. The Host Club must, however, have contacted a local vet and informed him/her of the competition, and have his/her urgent contact number and a telephone readily available at all times.

2:24. Prizes. The Host Club is responsible for providing Ribbons/Rosettes for each Phase and Overall Placings, and ensuring Perpetual trophies are available for presentation at the Prize giving. The National Secretary should be able to advise the Host Club who currently holds these trophies.

It is suggested that the awards are made in the following order;-

Teams Competition - For Each Phase - ribbons for 1st, 2nd, 3rd & 4th

For Overall Placings - ribbons for 1st, 2nd, 3rd, 4th, 5th & 6th

All members of the team (up to six) should receive the awards for overall placings.

NZRC National Committee will pay for the **Overall** Winning Team Ribbons or Rosettes **only**, max 6 Ribbons or Rosettes. Please send invoice to the National Secretary.

2:25. Preparation. Host Clubs must copy sufficient numbers of the scoresheets/checklists and cards, and should insert beforehand the numbers of the competitors/teams and other necessary details. The scorers should thoroughly acquaint themselves with the scoring sheets and cards to be used and the method of calculating and producing the results. It is advisable for them to meet together beforehand to discuss the work involved.

2:26. Scoring. For actual calculation methods see Section Four. Event Score/Judges sheets can be downloaded from the NZRC Website.

2:27. Scoring Procedure. Every calculation and every result should have been checked by a second person before the final scores and placings are announced. It is essential that the scorers have privacy and quiet for their vital work. They should be protected from the public and other officials not directly concerned with calculating and producing the results. Scorers must be provided with a copy of the Rules and suitable equipment - eg calculators, pencils etc.

2:28. Scoreboard. The scores should be written on a scoreboard a short distance from the scorer's office, where everyone may see it. It is important to complete the entry of all scores on the scoreboard, as soon as possible after the event has finished. Unless the scoreboard is kept up to date, queries and objections will come in at the last moment and delay the Prize giving whilst these complaints are being investigated.

2:29. Prize giving. It is suggested that a plan is worked out for presenting the awards at the conclusion of the competition. The prize giving might take place in the jumping arena, or some other place convenient to the loud speaker. If there can be a mounted parade of all competing teams, this makes an excellent climax and is much appreciated by spectators. However, as some teams may have a long distance to travel, it is not always feasible to insist on them parading on their horses. This should be discussed with the Official Steward upon arrival. A suitable alternative venue for the Prize giving, in the event of bad weather, should also be planned.

2:30. Financial Records. It is the responsibility of the Competition Secretary/Treasurer to keep accurate financial records covering the Competition in the event of any inquiry.

2:31. After it's all Over. The Host Club should be proud of a job well done and ensure a few final things are attended to;-

- (a) The venue is left clean and tidy and the land owners thanked. Equipment returned in good condition and any damages to equipment, grounds or facilities are attended to. Another Club may want to use the same facilities another year, so please don't sour it for them.
- (b) All financial commitments are honoured. Refund of the \$200 Advance to NZRC.
- (c) Copy of the results to the Riders Roundup Editor and National Committee.

***NOTE** - An Organisation checklist for Host Clubs is included in the Appendix of these Rules as a guideline.

SECTION THREE

GENERAL RULES

THE RULES ARE SIMPLE SAFETY PREVAILS AT ALL TIMES.

3:1. The NZRC National Committee shall be the sole interpreter of the Rules.

3:2. Disclaimer of Liability. Neither the Host Club of any event nor the NZRC accepts any liability for any accident, loss, damage, injury or illness to horses, owners, riders, spectators, land, vehicles, their contents and accessories or any other personal property whatsoever.

3:3. Official Competitions. An Official Competition is one that is Organised, Sponsored or Financed by the NZRC. All Official NZRC Competitions will be run under the NZRC Rules for Competitions.

3:4. Eligibility of Clubs. Only financially affiliated Clubs are eligible to enter NZRC Official Competitions. The NZRC National Committee may invite teams from overseas to compete in Official Competitions to compliment the Rider Exchange Programme.

3:5. Eligibility of Riders.

(a) All riders must be 17 years of age on the date of competing and must be financial members of their Club by the date of preliminary entry for the competition. Their names and addresses must appear on current Club Membership Lists registered with the National Treasurer. Riders will be disqualified from competing if their name is missing from their Club's Membership list.

(b) If a rider holds membership with more than one club, they must choose which club they will ride for at the time of entry.

(c) No rider may ride more than once in any Phase of a Teams Competition.

3:6. Eligibility of Horses. There is no height limit of horses.

- (a) No horse may be ridden more than once in any Phase of the Competition
- (b) No horse may be under 4 years of age.
- (c) Any horse that is considered by the Officials of the event to be unsound, sick or to have an infectious/contagious disease must be inspected by the Disciplinary Committee and may be required to be inspected by a veterinary surgeon at the owner's expense. The horse may be withdrawn immediately and in the case of infectious/contagious diseases, the horse shall be removed from the grounds immediately.
- (d) The organising committee must be advised of any stallions wanting to participate. The organising committee has the right to refuse entry.

3:7. Eligibility of Horse/Rider Combinations. Horse/Rider combinations who have in the last two years competed HIGHER than the below levels, may NOT compete in NZRC Competitions;-
DNZ Level 3 Dressage, ESNZ 1.10m Showjumping, ENZ CNC105 Horse Trials.

3:8. Teams. The Teams Event is for either;-

-Teams of 4 to 6 Horses and Riders. The four best scores to count for the team's placing.

-Teams of 4 to 6 riders with any 4 competing in each phase.

- (a) Each horse must be ridden by the same rider throughout the entire Event.
- (b) Each rider must ride the same horse throughout the entire Event.

3:9. Substitutions. If a horse has to be substituted for veterinary reasons after the beginning of the competition, an alternative rider may also be nominated. If a rider has to be substituted after the beginning of the competition, another horse may also be nominated. Substitution may be from within the team, one team to another or one club to another, provided that substitution is made in accordance with Rules 3:5(a), 3:5(c) and 3:6(a). The Official Steward must approve all substitutions.

There is **NO** substitution for a rider eliminated for not wearing a Safety Approved Equestrian Helmet, properly fitted and secured with a chin strap or safety harness, when mounted.

3:10. Acceptance of Rules. Making an entry for an Official Riding Club Competition implies acceptance of these rules. Any breach of which shall entail Disciplinary action. It is the responsibility of the Clubs and competitors to become conversant with the rules and to ensure that they, and their horses, are eligible to compete in the Competition.

3:11. Entries. All entries for Official Competitions must be received by the Host Club, accompanied by the correct entry fee, by the closing date.

- (a) Late entries will be accepted at the discretion of the Host Club.
- (b) The entry form must be signed by the Club Chairman/Secretary certifying that all entries are in accordance with the NZRC Rules.
- (c) All entries must state their Club Representative/Manager (see Rule 3:24).
- (d) The NZRC Treasurer shall check that all entries received are on the Current Membership List.

3:12. Withdrawals and Refunds. Withdrawals must be made in writing to the Host Club and reach them three clear days before the date of the first day of Competition. Failure to notify with reasonable cause within the time limit will result in no refund. Refunds will only be given at the discretion of the Host Club.

3:13. Stabling, Grazing & Camping Fees. These must be paid to the Host Club in the manner they have stated on the Entry Form - either with the Entries or on arrival at the venue.

3:14. Protests. Protests may be lodged only by the Team Manager/Representative of the competing Riding Club. These must be in writing and accompanied by a deposit of \$20.00. They must be addressed to the Disciplinary Committee. Protests must be made no later than half an hour after the occurrence which gave rise to the protest, half an hour after the marks have been published or in the case of protests against the qualification of competitors or horses, one hour after the start of the event. The Disciplinary Committee will give their decision after investigation and their decision will be final. The deposit is forfeited unless the objection is upheld or it is decided that there were good and reasonable grounds for the lodging of an objection.

3:15. Disqualifications. The Disciplinary Committee may disqualify any competitor at any stage of the Competition for dangerous, cruel or illegal behaviour, or any breach of the Rules. See Rules 2:17 - 2:19. If a Team Member is disqualified, no substitution may be made and no aggregate score will be given for the remainder of the Phase.

3:16. Eliminations. If a team rider is eliminated in an event, that member may continue to ride in further events.

If a member or a whole team is eliminated in an event, the member/team's score up until elimination shall count - plus/minus - the penalties incurred for the elimination, according to the rules for that particular event. They shall not be penalised any further. The team shall be allowed to continue to compete in any further events and the scores received in these events shall count towards the Team's overall score.

If a rider is eliminated as a result of being mounted on any horse without wearing a Safety Approved Equestrian Helmet, properly fitted and secured with a chin strap or safety harness, they are eliminated from the entire competition with no right of substitution.

3:17. Saddlery and Dress.

NOTE: All Riders must have a gear safety and compliance check before each Event.

- (a) All saddlery used must be safe and correctly fitted at all times.
- (b) A Safety Approved Equestrian Helmet, properly fitted and secured with a chin strap or harness must be worn at **ALL TIMES WHEN MOUNTED**. Failure to do so will result in instant elimination for that rider from the entire competition with no right of substitution
- (c) Riders must wear safe footwear with a smooth sole and solid heel at all times while mounted. If a Fancy Dress costume requires bare feet, then the display must be performed without stirrups.
- (d) Running martingales are permitted, except in Events 2B Dressage, 2C Prix Caprilli, 2D Pairs Dressage Freestyle and 2E Pairs Dressage Test. Reins and neck straps must have stoppers.
Standing Martingales are only permitted in Event 1D Team Games.
- (e) Market Harboroughs, side, draw/bearing reins are not permitted in any Event.

- (f) Hoods and Blinkers designed to restrict the horse's field of vision are not permitted in any Event. Hoods as part of a costume are permitted.
- (g) Spurs may be used. The shank must be blunt (no rowels) and facing the rear. If curved, the curve must be downwards.
- (h) Whips no less than 38cm or more than 72cm long, with a flapper, may be carried. Whips up to 145cm may be carried in Event 1C ONLY.
- (i) An ordinary snaffle bridle only is allowed in NZRC Dressage Tests.
- (j) Medical Arm Bands are optional in all jumping phases. All Competitors must wear their Clubs registered uniform and a NZRC badge in all Phases except for Fancy Dress Events ie. Quadrille. Failure to wear a NZRC badge will result in a two point penalty per rider, per Phase.
- (k) Misuse or Excessive use of either the whip or spurs will result in disciplinary action. See Rules 2:17 and 3:15.
- (l) Any Competitor who does not comply with Rules 3:17(a) - (j) must immediately go and correct the situation. Failure to do so will eliminate the whole team.

3:18. Doping. It is forbidden to administer any stimulant, depressant or anti-inflammatory drug to a horse, or to cause one to be administered, in any way whatsoever, under the maximum penalty of disqualification for life from any NZRC Competition. Random dope testing may be done.

3:19. Riding on the Course. No Horse/Rider combination may ride on, over or near, any part of the Cross Country course within One week of the date of the event.

3:20. Horses must be secured. All horses at Official Competitions shall be safely secured at all times while not competing.

3:21. Exercise areas. The Host Club must designate areas for competitors to exercise their horses. Competitors may not ride on, or near any part of the Cross Country course, not enter or practice in the Dressage or Showjumping arenas, or any other area roped off for any other events.

3:22. Commanding Tests. Prix Caprilli, Dressage and Quadrille tests may NOT be commanded. The Prix Caprilli or Dressage tests if used will be notified in the Programme.

3:23. Prize giving. All teams must be present at the Prize giving, correctly dressed and mounted on their horses if stipulated by the Host Club. Failure to do so may result in elimination, unless previously arranged with the Official Steward.

3:24. Team Representatives. Must be nominated on the Entry Form (see rule 3:11(c)). The Team Representative will direct any protests raised by the team, to the Disciplinary Committee. They must visit the Secretary's Office on arrival at the venue to:-

- (a) Receive instructions about the use of the grounds/facilities.
- (b) Inform of any changes to their Team.
- (c) Register their "show helper".
- (d) Inform of any disabilities of Team Members which Officials should be aware of to make any special allowances necessary.

3:25. Trophies - All trophies are the property of the NZRC and shall be perpetual trophies. No one team may win them outright. The winners of all trophies must return them, engraved, to the Show Committee by Day One of the ensuing year's competition, clean and ready for presentation to that year's winner.

3:26. Falls. See Appendix 1 (e) and (f)

Any rider who has a fall during any event, flat or jumping is eliminated from that event. The rider must be checked and cleared by the attending Medical Officer before continuing with another event.

A Second fall by Horse/Rider at the Competition is total Elimination. Any rider who falls at a NZRC National or Island Competition must be checked by the attending Medical Officer before leaving the grounds. This applies to competitors and non- competitors.

SECTION FOUR

THE EVENTS AND SCORING

4:1. The Events. The Host Club shall choose the events they wish to hold at their respective shows from the Events listed below, bearing in mind that it is a TEAMS COMPETITION

(a) There shall be at least 4 events and no more than 6. Event 1A - Riding Clubs Mount is compulsory at all Teams Events.

(b) There shall be a minimum of 2 non-jumping events, and 2 jumping events.

(c) All Riders must have a gear safety and compliance check before each Event. (Gear Inspection).

(d) A Safety Approved Equestrian Helmet, properly fitted with a chin strap or harness must be worn AT ALL TIMES WHEN MOUNTED 3:17

NON JUMPING OPTIONS

PHASE ONE

(COMPULSORY) 1A Riding Club Mount - Equitation and Obstacle Course Test

1B Teams Inspection - Turn-out

1C Lead in Hand and Show Ring Craft Class

1D Team Mounted Games

1E NZRC Team Tests

1F Riding Clubs Team Display

1G Trail Ride

PHASE TWO

2A Quadrille

2B Dressage - NZRC Dressage Tests up to Level 3

2C Prix Caprilli

2D Pairs Dressage Freestyle

2E Pairs Dressage Test

JUMPING OPTIONS

PHASE THREE

- 3A Teams Cross Country
- 3B Cross Country - ODE Type
- 3C Working Hunter
- 3D Equitation Jumping
- 3E Showcross/Derby
- 3F Team Formation Jumping

PHASE FOUR

- 4A Teams Showjumping - Gamblers Stakes
- 4B Showjumping - Horse Trials type
- 4C Optimist Stakes
- 4D Top Score Showjumping
- 4E Jigsaw Showjumping
- 4F Rescue Relay
- 4G Relay from Enclosure

4:2. Event Order. The competition shall be held over 2 days. The Committee may hold the events in any order they wish, but shall have at least 2 events on each day.

4:3. Scoring each Phase. The score for each Team may be calculated under one of the following systems;-

(a) In the case where all Team members (up to 6) ride individually, the 4 Team members with the lowest penalties/highest score shall count as the Team's score.

(b) In the case where all Team members ride together in Team Events and the Judges assessment is on Team Effort and performance etc., the highest points received by the Team shall be the winning Team, or the Team receiving the lowest penalties.

4:4. Aggregate Scores. There is no aggregate score. Refer substitutions 3.9.

4:5. Scoring Overall Placings. Each Team shall receive points according to their placing in each event. ie. 1 point for 1st, 2 points for 2nd etc. These points shall be added together. The winner shall be the team with the lowest points.

4:6. Equal Placings. There will be NO equal placings. In the event of an equality of points;

(a) In the Phases - The rules for each Competition, as listed in Section Five, give details on deciding placings.

(b) In the Overall Placings - The Team with the highest Placing in Event 1A - Riding Clubs Mount shall be the winner.

SECTION FIVE

PHASE ONE EVENTS

Before competing in any Event, read Rule 3:17 Saddlery and Dress. All Riders must have a gear safety and compliance check before each Event. (Gear Inspection).

A Safety Approved Equestrian Helmet, properly fitted with a chin strap or harness must be worn AT ALL TIMES WHEN MOUNTED Rule 3:17.

5:1A EVENT - 1A

RIDING CLUBS MOUNT

(This class may be incorporated with Event 1B.)

5:1A:1 The Event.

(a) Two Judges are required. All obstacles are to be inspected by the Judges for safety. A maximum time shall be set by the Host Club. (see 5:1A:5)

(b) The Team will line up for the Judges Inspection and directions.

Following this, the team shall enter the ring one at a time or in pairs (as required).

(c) Competitors are to be judged on their ability to negotiate the various obstacles. Emphasis will be placed on the horse's alertness and caution and obedience to their riders.

(d) Compulsory Retirement. The Judge may ask a Rider to retire if they have already been unable to complete 2 obstacles and are having trouble on a third.

5:1A:2 The Course.

Must be ready for inspection by competitors at least 2 hours before the start of the event.

5:1A:3 Compulsory Obstacles.

- Gate It must be constructed in such a way as not to be hazardous to horse or rider.

- Poles To perform over 4 - 6 rails, no higher than 20cm (cavalletti, trotting poles) at a pace directed by the judges (walk or trot).

- Drag or carry an object from one part of the arena to another as directed.
- Walk or trot between rails or drums as directed.
- Canter a set pattern using both leads.

5:1A:4 Optional Obstacles.

- Dismount, lead horse as directed to point in arena, return and remount. (mounting block to be provided)
- Dismount, lead horse over an obstacle not higher than 45cm, remount. (mounting block to be provided)
- Walk horse over bridge or ramp, and/or tyres (that must be cut in half).
- Walk horse through water.
- Dismount, ground tie horse, rider walks to point in arena as directed, returns and remounts. (mounting block to be provided)
- Any other obstacle approved by the Judge and Technical Delegate.

5:1A:5 Calculating The Maximum Time.

The maximum time shall be set by a demonstration at the course walk with 60 seconds added. The rider and horse giving the demonstration must not be a competitor. A warning bell will be given at 30 seconds to go and then a final bell at the maximum time. Riders must then leave the arena. Time will start.....

5:1A:6 Scoring.

- 10 points per obstacle with a max. of seven obstacles.
- 10 points for team presentation and overall appearance.
- 10 points for the paces performed between obstacles.
- 10 points for canter work which must be included in the course plan and shall include canter on both leads.
- Fall of Horse/Rider - Elimination. (Rule 3:26)

5:1A:7 Equality.

In the event of a tie, the winner shall be the Team with the highest score for Team Presentation. If this event is combined with another Phase 1 event (EVENT 5:1B) then in the event of equality of points the winner shall be the team with the highest score in Phase 1A.

5:1B EVENT - 1B

TEAM INSPECTION - TURNOUT

The team shall present themselves mounted in front of the Judge.

5:1B:1 Scoring. They shall be inspected for;-(a)

Teams' Dress and Uniformity - 15 points

-Dress must include; Club registered uniform NZRC National Badge, Safety Approved Equestrian Helmet (see 3:17) Riding Boots or Jodhpur boots

-Dress may include; Spurs - blunt with shanks facing down Whips, crops or canes Gloves Hair nets (as required)

(b) Horses' Saddlery and Uniformity - 10 points

The Judge will inspect for safety, correct fitting and cleanliness. Value will not be a consideration.

(c) Horses' grooming and presentation - 10 points

The Judge will inspect for Cleanliness and Condition. Conformation will not be taken into account.

(d) Gear Check on Day 2 - 15 points.

To include safety, fitting and cleanliness of saddlery and dress.

Overall presentation of horses and riders.

(e) Fall of Horse/Rider - Elimination. (Rule 3:26)

In the event of a tie, the winner shall be the Team with the highest Teams Dress and Uniformity Score.

5:1C EVENT - 1C

LEAD IN HAND & SHOWRING CRAFT

This event may be incorporated with Event 1B.

5:1C:1 The Event.

The Judge may ask the Team to show their horses "in-hand", at Halt, Walk and Trot. It may be done as a group or they may ask each member to show their horse individually.

The members will be asked to dismount to do this event and remount afterwards (mounting block to be provided). Members are under the eye of the judges at all times and will receive marks for correctness,

efficiency, showing a good knowledge of handling and showing their horse safely and correctly.

5:1C:2 Scoring.

(a) Lead in Hand - 20 points To include - Dismount

The horse shall be shown with the saddle on.

The competitors will be required to walk the horse directly away from the judge, turn correctly and trot back past – the judge will step back to allow them to maintain a straight line, then walk, turn the horse side-on to the judge to give a side view, return to the judge. Halt, ready for any further instructions.

The reins should be slack enough to let the horse carry his head naturally. The pace should be active - the horse encouraged to stride out freely and confidently, without haste. Whips up to 145cm may be carried.

(b) Standing-up the Horse - 20 points The competitors should -

Stand almost in front of the horse, facing it, and hold one rein in each hand.

Keep the horse square at the halt, still and alert, to show him off to the best advantage.

Always stand on the same side of the horse as the Judge and keep the horse's head towards you.

(c) Horse's Behaviour & Type - 10 points

The Judge will award marks for - Behaviour, obedience, temperament and manners, paces and type

(d) Fall of Horse/Rider - Elimination. (Rule 3:26)

In the event of a tie the winner shall be the Team with the highest Lead in Hand Score.

5:1D EVENT – 1D

TEAM MOUNTED GAMES

Games have been selected to give variety; offering some options to avoid dismounting except where mistakes are made, and the ease of obtaining/borrowing equipment.

It should be noted that all Pony Club games have been amalgamated with the NZ Mounted Games for adults and are used now by both organisations.

It is Recommended that a Maximum of 3 Games are played at NITE/SITE.

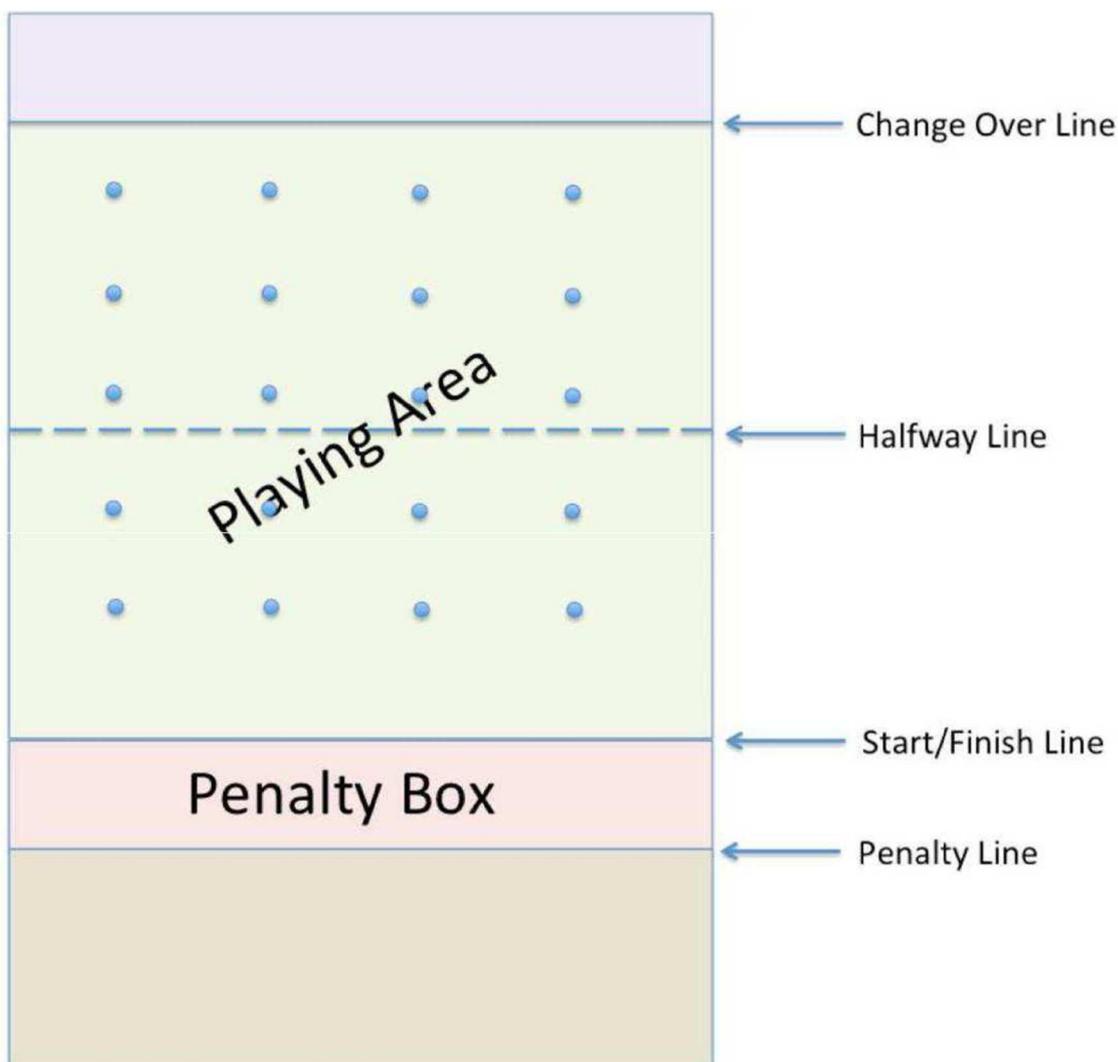
It is Recommended that each Game is played by all Teams before moving on to the next Game

These suggested rules are kept as simple as possible, with slight modifications especially for older/adult riders, and a degree of common sense and fair play is expected.

5:1D:1 ARENA

- a) Played in an arena with 15 meters from the start/finish line to the first bending pole, 5 poles, 9 meters apart, and 5 meters from the 5 bending poles to the changeover line. There can be up to 7 rows of poles depending on the area available.
- b) 9 meters between rows of poles
- c) A line 6 meters behind both the start/finish line and the changeover line is very useful to show where waiting riders should stand.
- d) All lines may be mown, if the grass is long enough for this to show, painted or simply marked with flags at each end.
- e) The playing area is defined as the area between the changeover line and the Start / Finish line and is contained within the four corner flags.
- f) Equipment for games not using the bending poles to be to the right of each row of bending poles in between rows. Bending poles should remain in the ground to define lanes

Equipment for games may be able to be borrowed from the nearest Pony Club or Mounted Games Group.



5:1D:2 ARENA OFFICIALS

a) **Starter:** Stands on either side of the arena in line with the 1st line of Bending poles so all teams can see them. They start each game with a drop of a flag.

b) **Referee:** The Referee alone decides whether the start is fair. If it is not, the Referee blows the whistle and the race is restarted. The Referee may declare a race to be over by blowing the whistle.

c) **Lane Stewards:** Teams are asked to provide one person to help with the Games. They must not judge their own team. One Steward per lane. Each Lane Steward stands behind the change over line and should be wearing a hi vis vest, where they can clearly see their lane. The Lane Steward watches their lane for infringements (5:1D:3 (r)). They will signal an infringement by raising 1 hand. The hand only goes down when infringement has been corrected. Uncorrected infringements incur

Elimination (5:1D:3 (r)). Lane Stewards must not call instructions to any competitor, but they must answer competitor's questions (as briefly as possible).

c) **Time Keepers:** One Time Keeper per lane plus a back up Time keeper in case of stop watch failure. Time Keepers must not time their own team. Back up Time Keeper can also be the writer of times onto time scoresheet.

d) **Equipment Stewards:** Equipment Stewards keep track of all equipment needed for each game. They set up the equipment for each game and remove used equipment. Lane stewards can help with this between games.

5:1D:3 GENERAL RULE S

- a) The 'team' will consist of four riders, who will ride all the games. Riders may ride in different orders in each of the games played. **The last rider in a team for each race must ride with their team's back number on.**
- b) All four feet of the horses/ponies involved in a changeover must be behind the Start/Finish or Changeover line when the changeover takes place. Any infringement incurs elimination unless the rider at fault returns and re-crosses the line. If a piece of equipment is dropped outside the playing area at a changeover, either rider involved may recover it. They may dismount to do this or remain mounted. All changeovers involving passing a piece of equipment from one rider to another must be made from hand to hand.
- c) When a rider finishes their part of a race carrying a piece of equipment, that rider must cross the start/finish or changeover line carrying the equipment in his/her hand. Items may only be carried in a rider's hand.
- d) The outgoing rider must stay behind the start/finish or changeover lines until the incoming rider crosses it. Other team members should be behind the 6 meter/penalty line.
- e) The signal to start in all races is the drop of a flag, by the starter who is standing on either side of the arena in line with the 1st line of Bending poles so all teams can see them.
- f) The Referee alone decides whether the start is fair. If it is not, the Referee blows the whistle and the race is restarted.
- g) The Referee may declare a race to be over by blowing the whistle.
- h) Riders must be in the saddle with legs astride, but not necessarily with feet in the stirrups, when crossing the Start/Finish or Changeover line during their part of a race. Exception when finishing a race leading the horse/pony.

- i) A team member/manager/rider not competing in this phase may assist another by leading a horse/pony up to the penalty line, but the leader may not cross the penalty line.
- j) Should a rider drop an article he has to carry or knocks over any games equipment used in the game, the rider may dismount to pick up or fix up the equipment. The rider must remount from the ground or remount using the mounting block behind the change over line **and continue the race from the same point or behind where they dismounted**. Or the rider may call on the team manager/spare rider not competing in this phase (who will be identified by wearing a vest and is the only person allowed in the playing area) who is waiting behind the penalty line. They can run and pick up and give the rider the dropped item or fix up the equipment. The rider must wait at that point until the manager has returned behind the penalty line before they are able to continue.
- k) If any equipment becomes dislodged after the incoming rider has crossed the start/finish line, then the outgoing rider must correct it and then recross the start/finish line before continuing with their part of the race.
- l) If a piece of equipment is displaced after the last rider has crossed the finish line, no elimination is incurred.
- m) See Rule 3.26. Falls. For the definitions on falls see Appendix 1(e) and (f).
If a rider falls during the Games phase they are eliminated from the entire phase and the team will be eliminated from that race. The team may continue in the next races with a rider riding twice to replace the eliminated rider (rider will have to ride 1st and 3rd).
- n) A rider must be in contact with his/her horse/pony at all times. If a rider loses contact with his/her horse/pony while dismounted, then he/she must return to the place where contact was lost before continuing the game.
- o) A horse/pony or rider leaving the arena, during a game, incurs elimination from that game for the team concerned.
- p) At no point during a game may a horse/pony be hit with anything other than a rider's leg and then only when mounted. Any infringement incurs elimination from that game. This includes using equipment as a substitute for a whip or a rider's hand. Waving a piece of equipment by the side of the horse/pony is permissible, provided that the horse/pony is not hit by the piece of equipment.
- q) In all games in which the riders weave around bending poles the riders may pass the first pole on either the right or left. Thereafter they bend alternately to the right and left of the successive poles.

- r) The following faults will incur elimination of the team from the game if not corrected:
- a) Passing the wrong side of a bending pole.
 - b) Knocking down a bending pole and failing to replace it. A pole is deemed to be down when the top of the pole is touching the ground/grass or if the spike point is clear of the ground.
 - c) If a pole is knocked over, then the rider(s) must replace the pole and then resume the game by passing either side of the replaced pole.
- s) Rough or dangerous riding, deliberate interference, unseemly behaviour, abuse of horse/pony, unauthorised changes of tack etc. may be penalised by elimination of the rider or the team from the game concerned, or disqualified from the whole competition at the discretion of the Referee.
- t) On crossing the start/finish line or changeover line riders pull up to the **right** for safety reasons.

5:1D:4 Tack

- a) See 3:17 of the NZRC Competition Rule Book in regards to saddlery and dress, with the following exceptions.
- b) Ordinary snaffle bridles only to be used.
- c) Whips and spurs are not allowed. The reins must be over the horse/pony's neck when ridden. If necessary, long reins may be knotted, but must be undone at the buckle end. Reins must not be separated at any time.
- d) In the interest of safety, the stirrup iron and stirrup leathers must hang free from the bar of the saddle and outside the flap.
- e) Standing Martingales, fitted correctly, are permitted for Mounted Games only.

5:1D:5 Scoring

- a) Each team will be timed for each game, fastest time for each game wins.
- b) Time commences at the drop of the Starter's flag and concludes when the fourth horse/pony's head crosses the line when ridden, or the rider crosses the line when dismounted. When ponies finish in pairs, it is the time taken when the head of the second pony crosses the line.
- c) Each Team shall receive points according to their placing in each race. ie. 1 point for 1st, 2 points for 2nd etc. Elimination from a race will result in maximum points being scored for that race. These points

shall be added together. The winning team of the Event shall be the team with the lowest points. Each team shall receive points according to their placing in the Phase.

- d) If there are equal placings in any individual games the points will be awarded equally; eg equal 1st place; 1st place 1 point, 2nd place 2 points, each will be awarded one and a half points.
- e) When the host club notifies the games to be used at NITE, they must nominate a 1st tie breaker game and a 2nd tie breaker game.
- f) In the event of equal placings in any of the final overall placings the highest placed team in the 1st tie breaker game will be placed ahead of the other tied teams. If there is still an equality of points the highest placed team in the 2nd tie breaker game will be placed ahead of the other tied teams.

5:1D: 6 THE GAMES

SPEED WEEVERS (BENDING)

1. Five bending poles as above. Riders 1 and 3 start back from the start/finish line Riders 2 and 4 stand back from the changeover line
2. Rider 1 carrying a baton, stands behind the start/finish line and goes at the drop of the start flag, weaving alternate sides of the bending poles
3. On crossing the changeover line the baton is passed to rider 2 who races to the start/finish line.
4. Rides 3 and 4 complete the course in the same way.
5. If a bending pole is missed the rider must go back and correct the mistake.
6. Alternatively all riders may start at the Start/Finish line and weave both ways. This saves time.

MUG RACE

1. An inverted mug is placed on each of the first 3 bending poles.
2. All riders start behind the start/finish line.
3. Rider 1 rides to pole 3 and moves the mug to pole 4, the mug from pole 2 to pole 3 and the mug from pole 1 to pole 2 in that order, and returns across the start/finish line.
4. Rider 2 takes the mug from pole 2 and places it on pole 1, the mug from pole 3 to pole 2 and the mug from pole 4 to pole 3, in that order, and returns to cross the start/finish line.
5. Riders 3 and 4 complete the course in the same way.

6. Dropped mugs must be retrieved and riders may dismount to do so and may place it on the pole while dismounted PROVIDED it was dropped while attempting to put it on or take it off the pole. If dropped between poles riders must remount before continuing.

BALL AND CONE RACE

1. Road cones are placed between the rows of bending poles, one between the first line of poles and one between the last (fifth) line of poles. Cones may be 45cms or 76cms high. Tennis balls must be able to sit on the top.
2. A tennis balls is placed on the cone between poles 5.
3. Riders 1 and 3 start behind the start/finish line and rider 2 and 4 will start behind the changeover line.
4. On the drop of the flag, rider 1 carrying a tennis ball, rides to the closest cone and deposits the ball on it, and rides to the second cone, retrieves the ball and crosses the changeover line to hand the ball to rider 2.
5. Riders 2, 3, and 4 continue in the same way
6. Dropped balls must be retrieved and the rider may dismount to do so and place the ball on the cone PROVIDED an attempt had been made to place the ball. Riders must remount to continue the race.
7. Alternatively all riders may start behind the start/finish line. Rider 1 carrying a ball rides to the closest cone and deposits the ball, then rides to the second cone, retrieves the ball and returns across the start/finish line to hand the ball to rider 2.
8. Rider 2 rides to far cone and deposits the ball on it, returns to the first cone, collects the ball, crosses the start/finish line, and hands the ball to rider 3.
9. Riders 3 and 4 complete the course in the same way.

OLD SOCK (OR BALL) RACE

1. A 10 litre bucket will be placed on the centre line between the rows of bending poles. A pile of rolled up (and sewn) socks or tennis balls will be placed on the ground (or on a drum) 3 meters past the changeover line, in line with the bucket.(Socks are easier, they do not bounce out)
2. All four riders start behind the start/finish line.
3. On the drop of the flag, rider 1 carrying a sock (ball) will ride to the bucket and deposit the sock (ball) and continue over the changeover line. Dismount and collect a sock (ball), if on the

ground, and remount, or from the drum, and return over the start/finish line handing the sock (ball) to rider 2.

4. Riders 2, 3, and 4 complete the course in the same way.
5. Rider 4 must drop the sock (ball) in the bucket on the way back.
6. Dropped socks (balls) must be retrieved. If dropped while aiming for the bucket, it may be placed in the bucket while dismounted. Riders must remount before continuing.

BOTTLE SHUTTLE

1. Between the rows of bending poles an upturned bin 45 – 75 cms high, with a flat bottom will be placed on the centre line and a second bin 3 meters past the changeover line, in line with it, on which is placed a bottle (round detergent bottles may be used) lightly weighted with water or sand.
2. All four riders start behind the start/finish line.
3. On the drop of the flag rider 1 carrying a bottle rides to the centre line bin and deposits the bottle, and continues to the second bin and collects the bottle and returns over the start/finish line to hand the bottle to rider 2.
4. Rider 2 rides to the bin behind the changeover line, deposits the bottle and returns back over the start/finish line collecting the centre line bottle on the way, to hand the bottle to rider 3.
5. Riders 3 and 4 complete the course in the same way.
6. Bottles dropped must be retrieved and riders may dismount to do so and place bottles on the bins from the ground PROVIDED they have attempted to pick up or deposit the bottle while mounted. Riders must remount to continue.

TWO FLAG RACE

1. Flag holders will be placed between the rows of bending poles in line with the 1st bending poles and in line with the 4th bending poles. A flag on a bamboo or plastic cane approximately 1 meter long is placed in the second flag holder.
2. The flag holders are approximately 45 cms high with a 10 cm diameter hole cut in the top.
3. All four riders start behind the start/finish line.
4. On the drop of a flag, rider 1 carrying a flag, will ride to the first flag holder and deposit the flag, ride to the second flag holder, pick up the flag and ride back over the start/finish line to hand the flag to rider 2.

5. Rider 2 rides to the second flag holder and deposits the flag and returns to the first flag holder and collects the flag and returns over the start/finish line, to hand the flag to rider 3.
6. Riders 3 and 4 complete the course in the same way.
7. Flags dropped must be retrieved and riders may dismount to do so and place it in the flag holder from the ground PROVIDED an attempt had been made to collect it or deposit it while mounted. Riders must remount before continuing.
8. If a flag is lost from the cane riders may continue without it.

PONY EXPRESS (POSTMANS CHASE)

1. A helper stands 3 meters behind the changeover line holding four plywood letters, 20cms by 10cms, with rounded corners.
2. All four riders start behind the start/finish line.
3. On the drop of the flag rider 1 carrying a cloth sack 50cms deep and 40cms wide, weaves through the bending poles to the helper and collects a letter, and places it in the sack. The helper may hold the horse/pony but not help to put the letter in the sack. The letter must be in the sack and the rider's hand out of it before crossing the start/finish line.
4. The rider weaves through the bending poles, and hands the sack to rider 2.
5. Riders 2, 3 and 4 complete the course in the same way.
6. If a bending pole is missed the rider must return and correct the mistake.

HOUSEWIFE'S SCURRY

1. An upturned bin with a flat bottom will be placed 3 meters past the changeover line, to the right of each row of bending poles. On the bin will be an ice cream container containing an apple, an orange, a carrot and an onion. A 10 litre bucket is placed on the centre line, in line with the bins.
2. All four riders start behind the start/finish line
3. On the drop of the flag rider 1 carrying a potato, rides to the bucket and drops the potato in it, and rides to the changeover line bin, picks up the apple and rides back over the start/finish line to hand the apple to rider 2.
4. Riders 2, 3 and 4 continue in the same way with rider 2 collecting the orange and rider 3 the carrot. Rider 4 collects the onion and drops it in the bucket on the way to the finish.
5. Items must be collected in the correct order.

6. Dropped items may be collected unmounted and PROVIDED an attempt has been made to put it in the bucket while mounted, it can be placed in the bucket unmounted. However riders must remount before continuing. If an item is dropped between the bin and bucket it must be retrieved and the rider remounts before continuing.

5:1E EVENT - 1E

NZRC TEAM TEST

This event may be incorporated with Event 1B.

A standard 60m x 20m Arena shall be used.

5:1E:1 The Event.

(a) The Organisers will use the NZRC Team Test (see NZRC Dressage Tests) and this will be made known at the time entries open.

For NITE and SITE use only the NITE and SITE Judges Score Sheets.

(b) Two Judges are required. They must not be seated together and must not confer. The senior Judge is to be positioned at C.

(c) Callers are not allowed.

5:1E:2 Scoring.

(a) Rider's position and use of the aids at all paces - 20 points

(b) Teamwork and harmony throughout the test - 20 points

(c) Horse's paces and manners - 20 points

(d) Course Errors. 1st Course Error - 2 penalties per Judge, 2nd Course Error - 4 Penalties per Judge, 3rd course Error - Elimination

(e) Fall or Horse/rider = Elimination Rule 3:26 Appendix 1 (e) and (f). May continue with 3 riders.

5:1E:3 Equality.

In the Event of a tie, the winner shall be the Team with the highest score for;

- a) Team work and Harmony
- b) Riders Position
- c) Horses Paces and Manners.

5:1F EVENT - 1F

RIDING CLUB TEAM DISPLAY

This may be incorporated with Event 1B.

5:1F:1 The Event.

- (a) Two Judges will be required.
- (b) Each team will be required to give a display of their own choosing, lasting no longer than 2 1/2 minutes in an unmarked area of approx. 60m X 30m.
- (c) Marks will deducted if display is too long or too short from the Programme content section.

5:1F:2 Scoring.

This event will be marked on;-

- (a) Style and use of the aids by riders - 10 points
- (b) Paces & performance of the horses - 10 points
- (c) Performance as a team - 20 points
- (d) Programme content - 10 points
- (e) Fall of Horse/Rider - Elimination. (Rule 3:26)

5:1F:3 Equality.

In the event of a tie, the winner shall be the Team with the highest score for Performance as a Team.

5:1G EVENT - 1G

TRAIL RIDE

5:1G:1 The Event

- (a) Riders must maintain forward movement at all times. Riders may dismount, but must be mounted across both the start and finish line.

Riders may use a whip and/or spurs, but excessive use of either may cause elimination.

5:1G:2 Maximum distance - 20kms.

5:1G:3 Optimum Time.

The pace is calculated at an average trot - 10km per hour.

5:1G:4 Pre-Ride Check.

Competitors must present their horses in a Bridle or halter and lead rope for a Pre-Ride Check. The horse's heart rate will be taken and then it will be trotted up to check for soundness. Competitors will be eliminated if their horse's heart rate is above 60 beats per minute or any unsoundness is detected. The horse's general condition will also be assessed.

5:1G:5 Inspection.

Competitors must present themselves saddled before the start to be assessed on horse's shoeing and a general saddlery safety check.

5:1G:6 Finish. All Riders must remain mounted after crossing the finish line until the horse's heart rate has been taken. The rider will then be given a time to re-present for their final check.

5:1G:7 Final Check.

Competitors must re-present their horse in a Bridle or halter and lead rope 30 minutes after they cross the Finish line for a Final Heart Rate Check. If the heart rate is above 60 or erratic at this stage, the competitor will be eliminated. The horse will also be assessed at this time for overall condition, dehydration, soundness and shoeing.

5:1G:8 Scoring.

(a) Time Penalties

-1 penalty for each minute, or part thereof, over the Optimum Time

-2 penalties for each minute, or part thereof, under the Optimum Time.

(b) Penalties will be given for shoeing, condition and saddlery

- 0 for excellent

- 5 for poor

- at both the Inspection and Final Check.

(c) Fall of Horse/Rider - Elimination. (Rule 3:26)

Any Penalties will be added to the heart rates taken at the Finish and the Final Check. The Team with the lowest score is the winner.

5:1G:9 Equality.

In the event of a tie, the winner shall be the team with the least time penalties.

SECTION FIVE

PHASE TWO EVENTS

Before competing in any Event, read Rule 3:17 Saddlery and Dress. All Riders must have a gear safety and compliance check before each Event. (Gear Inspection).

A Safety Approved Equestrian Helmet, properly fitted with a chin strap or harness must be worn **AT ALL TIMES WHEN MOUNTED**. Rule 3:17.

5:2A EVENT - 2A

QUADRILLE

2 Judges will be required with writers.

5:2A:1 Definition.

- a) The quadrille is a display of horsemanship entailing team training and horse training and it should be a delight to the eye.
- b) The widest latitude is given in designing the pattern of the quadrille. The narrative display which tells a story is as acceptable as a pure show of dressage, but good horsemanship in the widest sense is more important than pure theatre.
- c) The 4 riders must all take an active part. One or more of the team may engage in some movements not done by others.
- d) The display need not necessarily be founded on the movements of dressage but should show a good foundation of training.
- e) Much attention will be given to the turnout of the horses, saddlery and dress, with the object of making an excellent spectacle. Fancy Dress is recommended but not compulsory.
- f) The suitability of the music to the display will be taken into account by the judges. Teams are responsible for producing their own music on CD or USB, to be played under arrangements to be made by the Host Club. The use of music is recommended but not compulsory.

5:2A:2 Arena.

A team of 4 riders will be required to perform a quadrille in a 20m X 60m marked arena, no jumps or cavalletti may be used. The arena entrance will be wide enough to allow the passage of four horses abreast. The gate Steward shall close the entrance during each test.

5:2A:3 Time Allowed.

The movements will be designed by the team. The maximum time allowed will be 6 minutes from entry to arena to final salute. Teams taking longer than 6 minutes will be penalised in Content of Programme section.

5:2A:4 Music.

Teams must produce their own music to accompany their quadrille on CD or USB for playing on the music system provided, while they ride the quadrille. The music must be recorded on a standard CD or USB and labelled as follows:

On the container - Team Name and Club and some indication of when you want the music to start, eg prearranged signal and when to finish playing. eg final salute or exit of arena
On the CD: Team name and Club.

5:2A:4 (a)

Judges must stop the quadrille if the music stops and the team asked to start again when the music is corrected.

5:2A:5 No Props allowed.

No additional props, personnel or animals will be allowed in or around the arena. A Prop is defined as; - An object that assists the performance with a signal/command for riders/horses. This includes: - whistles, flags, lances, swords, voice and hand commands but excludes any objects that are a fixed accessory as part of the riders' dress. Accessories may be held in the riders' hands, provided that accessory is not used to give direction, signal or command.

5:2A:6 Dress/Costume/Fall.

May be fancy dress according to the theme of the Quadrille, but must be safe, sensible and not offensive to fellow competitors, officials or the public. A Gear Inspection will be done before the Team presents themselves to the Judges.

Suitable footwear must be worn - no bare feet (unless quadrille is performed without stirrups). Riders are not required to wear a NZRC badge for this event but must wear a Safety Approved Equestrian Helmet properly fitted and secured with a fitted chin strap or harness. Should part of a costume become displaced during the quadrille the judge can ring a bell if he thinks this is unsafe. The quadrille will be stopped. The team will incur a 10 point penalty in their Appearance section. Once the

problem has been rectified the team may continue without music. If a rider falls they are eliminated from the quadrille and the team may continue with the other members.

5:2A:7 Scoring.

(a) Appearance - 20 marks

Turnout and costumes of riders. Turnout of horses. Condition of horses. To be judged in a short inspection before the display in the arena or during the Quadrille itself.

A 10 point penalty shall be included in this section should the quadrille need to be stopped due to unsafe costume. (see 5:2A:6)

Fall of a Horse/Rider – Elimination of that horse/rider. (Rule 3:26)

(b) Content of Programme - 20 marks

The choice and pattern of the movements in the display. The skill and ingenuity with which they are linked.

A 5 point penalty shall be included in this section for taking over the max. time.

(c) Performance - 20 marks

The ability of the horses to carry out the movements demanded. The quality of the paces. The standard of riding.

(d) General Artistic Impression - 40 marks

The quadrille as a whole - as a display of horsemanship.

The music - it's suitability and compatibility with the movements. The quadrille as entertainment.

Judges are encouraged to make comments on the scoresheets to assist Teams for future competitions. A writer shall be provided.

5:2A:8 Equality.

In the event of a tie the winner shall be the Team with the highest score for General Artistic Impression.

5:2B EVENT - 2B DRESSAGE

5:2B:1 The Event.

NZRC Dressage Tests up to Level 3 are to be used. See RZRC Dressage Tests Book. The test(s) to be used must be stated on the entry form. N.B. Ordinary snaffle bridles only to be used.

5:2B:2 Scoring.

For NITE and SITE **use only** the NITE and SITE Judges Score Sheets.

5:2C EVENT - 2C PRIX CAPRILLI

5:2C:1 The Event.

(a) NZRC Prix Caprilli Tests to be used for this competition. The test(s) to be used must be stated on the entry form.

See NZRC Dressage Tests Book

(b) The test is to be judged on the competence of the rider and their influence on the horse, NOT as a Dressage Test. The test is to be ridden from memory with the reins in both hands. There will be no time limit.

(c) In the case of Teams receiving equal scores, the team awarded the highest collective marks, before any deductions are made, will be the winner.

5:2C:2 Scoring.

For NITE and SITE **use only** the NITE and SITE Judges Score Sheets.

- a) Competence of Rider: 50 Marks
- b) Influence of Rider on Horse: 50 Marks.
- c) Course Errors
 - 1st Error = 2 penalties per Judge
 - 2nd Course Error = 4 Penalties per Judge,
 - 3rd Course Error = Elimination
- Jump Faults.
 - Knock Down = 4 Faults
 - 1st Refusal = 3 Faults
 - 2nd Refusal = 6 Faults
 - 3rd Refusal = Elimination

e) Fall of Horse or Rider = Elimination (Rule 3:26. Appendix (e) and (f)).

5:2D EVENT - 2D PAIRS DRESSAGE FREESTYLE

5:2D:1 The Event.

(a) Team members shall produce at least 2 pairs dressage performances. They can be with or without music. Refer to Quadrille rules concerning arena size, timing, music, props, dress and saddlery.

(b) Each performance shall consist of a freestyle test of not more than 5 minutes. Horses must compete as a pair but may separate for part of the test. The test may be performed in any sequence, but must show at least 10 metres of medium walk, working trot and working canter on each rein.

5:2D:2 Scoring.

As per Event 2A - Quadrille.

5:2E EVENT - 2E PAIRS DRESSAGE TEST

5:2E:1 The Event.

NZRC Tests are to be used for this Event.

See NZRC Dressage Tests Book and Dressage Score Sheets.
Tests to be used must be stated in the entry form

5:2E:2 Scoring.

There are two different methods of scoring for the Pairs Tests as per Test Score Sheets. Only **ONE** method is to be used. The method of scoring must be advised when the tests are selected for this Event and must be stated on the entry form.

SECTION FIVE

PHASE THREE EVENTS

Before competing in any Event, read Rule 3:17 Saddlery and Dress. All Riders must have a gear safety and compliance check before each Event. (Gear Inspection).

A Safety Approved Equestrian Helmet, properly fitted with a chin strap or harness must be worn AT ALL TIMES WHEN MOUNTED. Rule 3:17.

Medical armbands are Optional in ALL jumping phases.

It is highly recommended that a Body Protector be worn for all Jumping phases.

A practice jump, correctly flagged, should be provided for all Jumping Events.

5:3A EVENT - 3A

TEAMS CROSS COUNTRY

5:3A:1 The Event.

The Teams Cross Country shall be ridden with 4 team members riding at the same time, following/leading or riding abreast on the course. They are not only judged on their ability to jump the fences, but also on their team work and sportsmanship. Team members may change their positions throughout the course and lead one another over obstacles encouraging team effort and confidence.

5:3A:2 Senior Judge.

The Host Club must nominate a Senior Judge to allocate the Sportsmanship Scores. Ideally this Judge must be positioned so that he can see the whole course.

5:3A:3 Safety Gear Inspection.

All Teams must present themselves, in draw order, for a Safety Gear Inspection before entering into the Cross Country Warm-up Area.

If Event 1B is being used, marks will be awarded from this inspection and will contribute to the Team's score.

5:3A:4 The Course.

At all competitions, the cross country must be designed specifically for the TEAM competition. Care should be taken to ensure that the first three or four fences are inviting. It is essential for the time keeping arrangements that the start and finish of the cross country course are adjacent to each other.

Organisers have a free hand in designing their courses within these Rules;-

- (a) The length shall be no longer than 2.5km.
- (b) The maximum height shall be 95cm.
- (c) The maximum width shall be 1.05m
- (d) The fences are to be fixed with the top rail clearly visible to the horse from the take off side.
- (e) Water jumps shall be no deeper than 0.2m.
- (f) Direction or turning flags must be yellow.
- (g) Each obstacle must be clearly numbered.
- (h) There will be a minimum of 16 jumps with a maximum of 20 jumps with a maximum of 30 jumping efforts.
- (i) Alternative fences shall be provided for more difficult fences. They may be completely different obstacles/elements to one or more elements of the main obstacle. Their purpose is to avoid an undue number of eliminations/retirements while testing the more experienced competitors.
- (j) All alternative fences will be flagged as normal (red on the right and white on the left) and numbered the same as the main fence.
- (k) The maximum height of the alternative fence must not exceed 65cm.

5:3A:5 Combinations.

Are considered to be one obstacle and are designed as an integral test. They may be formed of several elements, each part being flagged and marked with a different letter (A, B, C etc) but only the first need be numbered and it will be judged as one obstacle. A competitor must attempt either all of the Main elements, or all of the Alternative elements. If they have a refusal they may then attempt the Alternative options to be able to carry on.

5:3A:6 Course Plan.

A plan of the course shall be displayed by the time it is opened for inspection. It must include;-

- a) The course to be followed and length.
- b) The optimum time.
- c) The numbering of the obstacles.

- d) Any compulsory turning points.
- e) Obstacles having alternatives.

5:3A:7 Course Inspection.

The Cross Country course must be completed ready for inspection by 3pm of Day One of the competition. All queries, requests for changes or the need for alternative obstacles etc. shall be received and considered by the Technical Delegate by 7pm of Day One. Unauthorised alteration to, or tampering with obstacles, their flags or direction markers on the course is strictly forbidden. Any deliberate interference may result in the associated team being eliminated from the event.

5:3A:8 Modification of the Course.

After the course is open for inspection, no alterations may be made, except for safety reasons (such as heavy rain) or the majority of Teams request that an alternative option should be provided at a particular obstacle.

If the jump could/does become dangerous the Technical Delegate is authorised to reduce the severity of, or to by-pass such obstacles. All competitors must be officially and PERSONALLY informed of the alteration before the start of the event.

5:3A:9 Withdrawal of an Obstacle.

In the case where it is necessary to withdraw a jump during the event, all points previously gained at that jump shall be cancelled. A competitor who has been retired at that obstacle shall not be re-instated. The Official Steward will decide what arbitrary adjustment shall be made to competitors' times.

The jump judges at withdrawn obstacles shall cross the flags across the front of the jump and remain to warn and redirect competitors.

5:3A:10 Back Numbers.

At least one member of each Team shall wear a back number, worn over their uniform, clearly visible from their front and back view. The Host Club shall supply the Back Numbers.

5:3A:11 Jump Judges.

Each Team must provide one Jump Judge.

5 points will be deducted from the Team's score if a Jump Judge is not provided. It is essential that all jump judges are called together for briefing on their duties before the start of the event. Each judge must be

given a pencil and a board on which is clipped the score sheets for all competitors. Officials will fill in the Jump Number on each score sheet and the Jump Judge must sign each score sheet before handing it in to the scorers. Jump Judges will be appointed to each jump at the briefing. Jump judges must ensure teams are sent on after 3 refusals per rider.

5:3A:12 Optimum Time.

This is calculated at 350 metres per minute.

5:3A:13 Time Keeping.

Time is counted from the first horse passing the start flags until the last horse passes the finish flags.

5:3A:14 Excessive Time.

If in the opinion of the Senior Judge a team/rider is taking an excessive time to complete the course, they may be asked to retire for safety reasons. Points gained up until the time of retirement will still count.

5:3A:15 Attempting each obstacle.

Each Rider must present their horse at each obstacle three times before going on to the next. If they refuse the Main obstacle or any element thereof, they may change and attempt the Alternative. Points will only be awarded for the first attempt. If a rider has a refusal at the Main obstacle and then chooses to attempt the Alternative and clears that fence, no points will be given. Three refusals and the rider must go on to the next jump.

5:3A:16 Giving a Lead.

A fellow team member may return and give a lead to a rider in difficulty without incurring any penalty.

5:3A:17 Forbidden Assistance.

Outside assistance is forbidden under penalty of elimination. Any intervention by a third party, whether solicited or not, with the object of facilitating the task of the rider or of helping their horse, is considered forbidden assistance. The Jump Judges should report the facts on the back of the Score Sheet, if he considers that forbidden assistance has been given.

EXCEPTIONS; If a Horse/Rider falls they are Eliminated, but may be assisted to catch their horse and must walk home. If a competitor dismounts, he may be assisted to adjust his saddlery and remount.

Handing a rider, their whip or spectacles at any time is allowed.
Assistance may be given to the rider to control the horse before the start signal is given, but once the signal is given any subsequent assistance is forbidden. FORBIDDEN ASSISTANCE DEFINITIONS - See Appendix.2

5:3A:18 Scoring.

Sportsmanship Scoring - Teams will be judged by the Appointed Senior Judge out of a possible score of 300 points, which will be awarded for;-

- (a) How the team look after their fellow team members (good thinking riders) - 100 points
- (b) Their way of going between obstacles. The expected speed shall be a good hunting pace - 100 points
- (c) Their riding and horsemanship skills - 100 points

5:3A:19 Jump Scores.

Each rider will be awarded points for their first attempt at each obstacle only.

Jumping the Main jump clear - 5 points

Jumping the Alternative jump (if supplied) - 2 points

5:3A:20 Penalties.

- Penalties incurred for faults on the course are added together and deducted from the Team's score as follows;-

-Unrectified course error - 20 points

-Failure to pass through start/finish flags - 50 points/rider -

Exceeding Optimum time - 1 point/10 seconds

-3 Refusals - 0 points - must go on to next jump

-Not presenting the horse at each obstacle 3 times - 5 points/rider

If a Horse/Rider falls they are Eliminated (Rule 3:26) & Appendix 1 (e) & (f) and must walk home.

JUMP FAULTS DEFINITIONS - See Appendix.1 (a), (b), (c) & (d)

5:3A:21 Equality.

In the event of equality of points the winner shall be the team with the highest score for Sportsmanship.

5:3B EVENT - 3B CROSS COUNTRY - O.D.E. TYPE

5:3B:1 The Event.

As an alternative to the Teams Cross Country, this more conventional type Cross Country may be used. All team members ride the course individually, being started at 2 - 3 minute intervals.

5:3B:2 Course Specifications.

See Event 3A

5:3B:3 Scoring.

As for Event 3A except that there is no Sportsmanship Score.

5:3C EVENT - 3C WORKING HUNTER

5:3C:1 The Event.

Each team member shall ride a work out on the flat at the Judges directive prior to jumping. Each competitor shall enter the ring as the last competitor finishes and shall be under the eye of the Judge immediately. They shall not start the course until the Judge's signal is given and then they shall salute the judge and commence their round. No start or finish flags are required, nor numbering of the jumps, but a course plan shall be clearly displayed in the marshalling area.

5:3C:2 Judges.

Two judges shall be appointed and shall be positioned so all the course is clearly visible.

5:3C:3 Flat Work.

Each Rider must perform a short workout on the flat. The Judges will award each Rider a score out of 50. The workout on the flat shall be the same for each Team. The Judges will announce to the Teams what is required, 30 minutes prior to the Event commencing.

5:3C:4 Over Jumps.

Each horse will be required to jump a course of 10 obstacles that should be as natural as possible (walls, brushes, rustic rails, etc.). They shall not be

higher than 95cm. Alternative height jumps may be included with a maximum height of 65cms.

Riders may jump either option where provided and score points for each successful jump at the first attempt.

No water, ditch or drain, or wire jumps to be included.

5:3C:5 Scoring.

Points will be awarded for:-

- (a) The rider's position - 25 points
- (b) The presentation of the horse to the fences - 25 points
- (c) The correct style of both horse and rider over the fences and when landing - 25 points
- (d) The horse's going between obstacles - 25 points

For each successful jump on the first attempt the Rider is awarded 5 points.

Fall of horse or rider = Elimination (Rule 3:26 Appendix 1 (e) & (f) Team members' scores shall be added together. The Team with the highest score shall be the winner.

5:3D EVENT – 3D EQUITATION JUMPING

5:3D:1 The Event.

The object is to encourage riders to adopt a correct jumping position and to ride their horses with sufficient impulsion to maintain a balanced and rhythmical pace. They will be expected to adjust the length of the horse's stride to be able to jump the whole of the course without undue shortening or lengthening in front of a fence.

5:3D:2 Judges.

Two Judges shall be required.

5:3D:3 The Course.

The course will consist of 8 obstacles, including a double. The height of the fences will not exceed 95 cm. The course shall be built by a competent Course Builder.

Alternative jumps no higher than 65cms must be provided for each jump.

5:3D:4 Riding the Course.

Having saluted the Judges, the competitor must canter until the signal to start is given. After completing the course the competitor must continue to canter until the signal to leave the arena is given. Riders may choose to ride any jump on the courses, in numerical order, and score 10 points for the 95cm jumps or 5 points for the 65cms jumps. If the rider has a refusal they must continue to jump the same jump. The judges will be assessing the rider's position on the flat both before and after the course has been negotiated.

5:3D:5 Scoring.

Jumping points. Each Obstacle will attract a maximum of 10 Points, for the 95cms jumps or 5 points for the 65cms jumps, (the double being counted as 2 jumps). To be given for:-

- a) Rider's position.
- b) Presentation of the horse to the fence.
- c) Correct style of both the horse and rider over the fence and landing.
- d) Fall of Horse/Rider - Elimination. (Rule 3:26 Appendix 1 (e) & (f))

In addition the judges shall award a score out of 20 for the rider's position on the flat.

5:3D:6 Penalties.

From the above score, the following penalties will be deducted:-

- 1st refusal on the whole course - 3 penalties
- 2nd refusal on the whole course - 6 penalties
- 3rd refusal on the whole course - Elimination*
- Knocking down any part of the obstacle or wings - 2 penalties
- Fall of Horse/Rider - Elimination. (Rule 3:26 Appendix 1 (e) & (f))*
- Taking the wrong course - 10 penalties
- Failing to salute the judges - 10 penalties
- Commencing the course before the signal - 10 penalties -
- Leaving the arena before the second signal - 10 penalties

-*Elimination - 20 penalties. The rider's score up to this stage will be included in the team score.

If there is an equality of points the Team with the least Penalties shall be the winner.

5:3E EVENT 3E SHOWCROSS/DERBY

A jumping event, combining show jumps and cross country fences.

5:3E:1 The Event

A competition to be ridden by four team members individually, jumping the jumps in numerical order, with each member timed separately. The next team member starts the course after the previous rider finishes and upon the time keeper/judge indicating they may start. If the riders ride in two groups, up to 65cm and 90cms respectively, (recommended height range only, host clubs may use lower heights at their discretion) they will be started with riders of similar ability (this allows a club with little gear to run the event using just one course)

5:3E:2 The Course

There will be two courses as identical in style as possible, preferably side by side, of heights up to the maximum 65cm or 90cm. Riders may choose either height or mix and match jumps around the course (This is to encourage ALL riders to Give it a Go).

If the club does not have enough gear to run two courses, then riders must select their height of choice, but can only jump once. Then the course is raised/changed for the second group.

All cross country jumps must be securely pegged. **THEY MUST BE SAFE.** There shall be no more than 8 show jump elements and no more than 15 cross country fences. No combinations. Show jumps may be sited at the start, finish or middle of the course. Start and finish will be adjacent to each other.

The total course shall not exceed 1500m

Maximum jump width will be 80cm and 1m respectively

Cross country fences are to be fixed with the top rail clearly visible to the horse from the take-off side

Water jumps shall be no deeper than 20cm

Direction or turning flags are to be yellow

Each fence is to be numbered and flagged, (red on right, white on left)

5:3E:3 Gear Inspection.

All teams must present themselves for a gear safety and compliance check before jumping.

If 5:1B Event- 1B is being used, marks will be awarded from this inspection and will contribute to the team score. As required in 5:1B:1 Scoring (d).

5:3E:4 Course plan.

A plan of the course shall be displayed by the time the course is open for inspection. It must include:

The course to be followed and length.

The optimum time.

The numbering of the Show jumping and Cross Country fences.

Any compulsory turning points.

5:3E:5 Course inspection.

The course shall be ready for inspection by 3pm of Day One of the competition. All queries, requests for changes etc are to be received and considered by the TD by 7pm of Day One.

Unauthorised alteration or tampering with fences, flags or markers is forbidden. Any deliberate interference may result in the associated team, being eliminated from the event.

5:3E:6 Modification of course.

After the course is open for inspection, no alterations may be made except for safety reasons, such as heavy rain. All competitors must be informed of any alterations before the start of the event.

5:3E:7 Withdrawal of a fence.

In the case of a jump being removed during the event, all points gained at that fence will be cancelled.

5:3E:8 Back numbers and Medical Armbands.

The first team member of the team is to wear a back number clearly visible from front and back, and/or Team members to ID themselves to the judge before gaining clearance to ride. Wearing medical armbands is optional.

Body Protectors are Highly Recommended.

5:3E:9 Optimum Time.

The time is to be set by having a "guinea pig" rider complete the course. This combination must not be a horse or rider competing in the event. OR The first 3 or 4 riders in each class are to be timed and their average is the time allowed. This time would only be used in the case of equality of points and riders must be notified beforehand if this will be done.

5:3E:10 Time Keeping.

Time is taken from when the horse passes through the start and finish flags.

5:3E:11 Excessive time

If the rider takes an excessive time on course, (double the Optimum time) the judge may ask the rider to retire. All points scored up to this time, will be counted in the team score.

5:3E:12 Attempting each fence.

Each rider may attempt/present their horse three (3) times to the fence before moving on to the next fence. A rider may choose to miss a fence, however all points for that fence will be forfeited if they do so.

5:3E:13 Outside assistance.

Team members are encouraged to support their team members by cheering and giving encouraging calls. However see Appendix 2.

If a rider falls, they can be assisted to catch their horse, but must walk home unmounted. If a rider dismounts they may be assisted to adjust saddlery and remount. Handing a mounted rider a whip and spectacles at any time is permitted.

5:3E:14 Scoring.

Jumps shall be scored the same, regardless of height.

First attempt clear	20pts
Second attempt clear	10pts
Third attempt clear	05pts

5:3E:15 Equality.

The winning team is the team with the highest score. If there is a draw, then the team with the average time closest to the optimum time will be used to sort places. (Horse welfare paramount)

5:3F- Event 3F**Team Formation Jumping****Event 3F:1 The Event.**

The Team will line up for the Judges Inspection and directions.

They shall not start the course until the Judge's signal is given to commence their round.

1. The Team shall ride off together in their fours at a walk.
2. Ride between the middle flights of jumps. Pick up trot and circle left as a team of four.
3. Ride between the middle flights of jumps changing direction and form into single file as you travel towards the first jump.
4. Jump all flights in single file from trot or canter.
5. After the last jump, turn alternate directions and ride down each side of jumps.
6. Join together (one from each side) before the first jump and jump as pairs.
7. After the last jump, each pair turns alternate directions and rides down each side as a pair.
8. Join together before the first flight and ride down the jumps as a team of four.
9. Stay together and return to the judges. Halt.
10. Leave arena at walk.

NOTE: If a rider has a stop or runout they continue riding the course.

5: 3F : 2 The course

Must be ready for inspection by competitors at least 2 hours before the start of the event.

Three or preferably four flights of jumps in a line.

Max Height of 65cm and wide enough to accommodate four horses riding abreast, at least 8m wide.

Round the ring type is best as there is not time to rebuild if knocked down. eg drums with a rail behind so they don't roll, Hay bales or hurdles suitably pegged down. Jumps Must Be Safe.

If 3 Flights of jumps approx 30m distance apart or if 4 Flights of jumps approx 20m distance apart.

A space at the start and end for turning at least 20m each, and space on the sides for coming back to the start, approx 15-20m each side.

No start or finish flags are required, nor numbering of the jumps.

5:3F:3 Safety Gear Inspection.

All Teams must present themselves, in draw order, for a Safety Gear Inspection before entering into the warm-up area.

5:3F:4 Back Protectors, Medical Arm Bands and Back Numbers.

Body Protectors are **Highly Recommended**.

Wearing medical armbands is optional.

At least one member of each Team shall wear a back number, worn over their uniform. The Host Club shall supply the Back Numbers.

5:3F:5 Judges.

Two Judges will be appointed, one with a writer, and shall be positioned approx halfway along the flight of jumps so all the course is clearly visible.

The First Judge will judge the Team Work and Keeping Together.

The Second Judge with the writer will be keeping score of the jumping.

5:3F:6 Scoring.

Team Presentation - 20 points

Working together as a Team - 100 Points

Single File: 5 Points per jump, per rider – 80 pts

Working together as a Team – 20 points

Stop or runout no points but keep riding

Pairs: 10 points per jump.. (5 points per rider) – 80pts

Keeping together as a pair - 20 points

Stop or runout no points and keep going

Team: 20 Points per jump.. (5 points per rider)80pts

Keeping together as a Team - 40 Points

Stop or runout no points and keep going

Points will only be awarded for the competitor's first attempt at each jump.

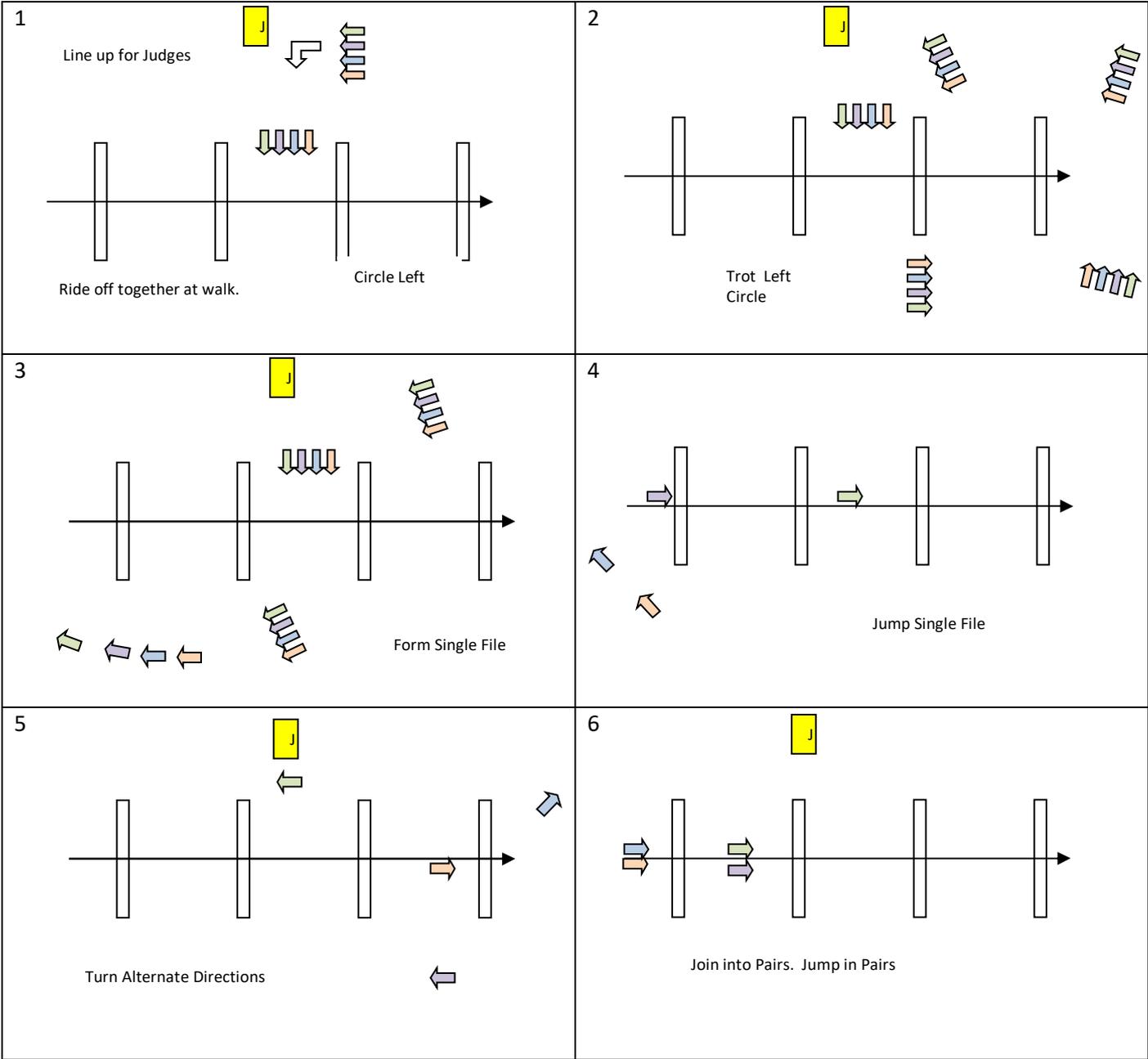
Fall of horse or rider = Elimination (Rule 3:26 Appendix 1 (e) & (f))

Team members' scores shall be added together. The Team with the highest score shall be the winner.

5:3F:7 Equality.

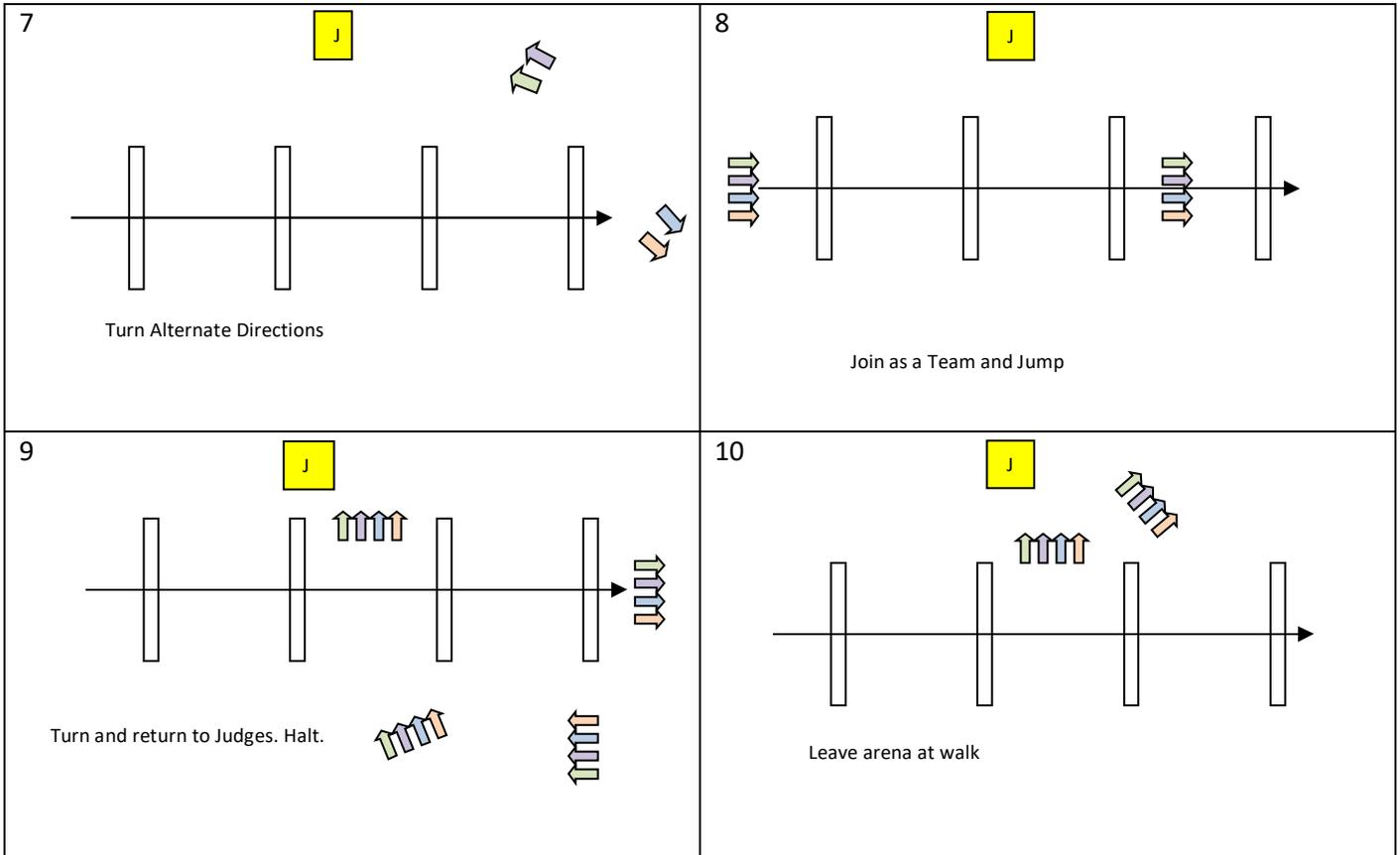
In the event of a tie, the winner shall be the Team with the highest score for Working Together as a Team.

5:3F Event 3F
Team Formation Jumping
Diagram



5:3F Event 3F
Team Formation Jumping
Diagram

Section Five - Phase Three Events



SECTION FIVE

PHASE FOUR EVENTS

ALL PHASE FOUR EVENTS;

Before competing in any Event, read Rule 3:17 Saddlery and Dress. All Riders must have a gear safety and compliance check before each Event. (Gear Inspection).

A Safety Approved Equestrian Helmet, properly fitted with a chin strap or harness must be worn AT ALL TIMES WHEN MOUNTED. Rule 3:17.

It is highly recommended that a Body Protector be worn for all Jumping phases.

Medical armbands are optional in ALL jumping phases.

No competitor/team shall be required to start the Phase Four Event, less than 30 minutes after completing Phase Three.

A practice jump, correctly flagged, should be provided for all Jumping Events.

5:4A EVENT - 4A

TEAMS SHOWJUMPING GAMBLERS STAKES

NOTE - These rules differ from ESNZ Gamblers Rules. Two Judges and two Writers are required for this event.

5:4A:1 The Course.

A minimum of 12 jumps will be placed in the arena including the 'Joker'. All jumps must be able to be jumped from either direction. A minimum of 6 jumps must be under 60cms high. Each jump will be numbered. The number shall indicate its points value according to its height i.e. No. 1 = 1 point. Each jump shall increase in height with No. 1; being the lowest. Points will only be awarded for the first attempt. Combination elements are not permitted. The 'Joker' shall be the only maximum height/width jump of 1 metre.

5:4A:2

Each Rider must jump 6 jumps. The competitor must start through the start flags and jump 6 jumps (excluding the Joker) of his choice, in any

order, and finish through the finish flags. Each jump can only be jumped once. The start and finish lines can be taken in either direction.

5:4A:3 Refusals/knock-downs.

Points will only be awarded for the competitor's first attempt at each jump. Should a competitor have a refusal, he must continue to endeavour to jump that obstacle from the same side, and may not proceed until he has jumped it. Failure to do so will incur a 15 point penalty. If the obstacle is displaced, the clock will be stopped (when the Judge's signal is given) while the jump is rebuilt. The clock will start again when the judge's signal is given and the competitor must attempt to retake the obstacle.

5:4A:4 The 'Joker'.

Once the 6 jumps have been jumped, the competitor may choose if they wish to jump the 'Joker', and shall indicate his choice to the judge. The Judge will signal his permission for the competitor to jump the 'Joker'. The Judge, based on the competitor's performance over the 6 jumps, may refuse to allow a competitor to attempt the 'Joker'.

If the 'Joker' is jumped clear the competitor shall be awarded a further 20 points to their score. However if the Joker is knocked down or a disobedience occurs, then that competitor shall have 20 points deducted from their score. Only ONE ATTEMPT shall be made by a competitor to jump the 'Joker'.

5:4A:5 Timing.

Each competitor will be timed. In the event of disobediencies or stopping to adjust saddlery, the clock will not be stopped. The times of all Team Members will be added together, but will only be taken into consideration if two or more teams total scores are equal, in which case, the team with the better time shall be the winning team.

5:4A:6 Scoring.

Each obstacle jumped clear will entitle the competitor to claim points as indicated by the number on the Obstacle. NO POINTS will be awarded for an Obstacle knocked down.

5:4A:7 Penalties.

To be deducted from the points gained.

-3rd Disobedience over whole course - Elimination + 10 penalties (points gained in this event up till elimination will be counted).

- Fall by Horse/Rider - Elimination + 10 penalties (Rule 3:26 Appendix 1 (e) & (f))
- Not jumping or jumping more than six obstacles - 15 penalties
- Jumping the Joker without permission or attempting to jump it more than once - Elimination and post a nil score for this event.
- Failing to pass through the start/finish flags - 15 penalties
- Jumping the same jump more than once - 15 penalties
- Failure to continue attempting a jump at which there has been a refusal (see 5:4A:3) – 15 penalties

5:4A:8 Elimination. See Rule 3:16.

5:4B EVENT - 4B

SHOWJUMPING HORSE TRIALS TYPE

5:4B:1 Arena.

The arena should be a roped enclosure, the entrance of which should be closed when a competitor is performing in the ring.

5:4B:2 The course.

The course should be designed to provide for a flowing performance. Sharp turns and abrupt change of direction should be avoided and it is undesirable to have too many changes of direction in the course.

There shall be 9 to 10 Obstacles with the maximum height being 95cm.

5:4B:3 Jumps.

Should be a variety of true upright fences, staircases (triple bar) and parallels. They should not be all the same height or spread, but should vary by as much as 15cm in height and rather more in spread. The first obstacle should be an easy one and preferably jumped towards the Collecting Ring. The course shall include at least one double and no more than two. Distances between fences of combinations shall be no less than 7m and no more than 12m.

5:4B:4 Speed.

The length of the course should be measured and the time calculated at 300m per minute.

5:4B:5 Course Inspection.

The course must be ready for inspection by competitors, one hour before the start of the event.

5:4B:6 Back Numbers.

All Competitors shall wear a Back Number.

5:4B:7 Scoring.

Any jumping and time penalties are added together to give the total penalties for each competitor. The penalties from each team member are added together to make up the Team's score. See Rule 4:3.

5:4B:8 Penalties.

Jumping Faults are incurred as follows:

- Obstacle knocked down – 5 penalties
- First disobedience in whole course - 10 penalties
- Second disobedience in whole course - 20 penalties
- Third disobedience in whole course - 30 penalties and Elimination
- Falloff horse or rider - Elimination + 20 penalties (Rule 3:26 Appendix 1 (e) & (f))
- First Disobedience and knocked down obstacle -13 penalties
- Second Disobedience and knocked down obstacle - 23 penalties
- Exceeding the Optimum Time for each commenced second 1/4 fault

5:4B:9 Equality.

In the case of a tie, the winner shall be the Team with the least Jump Penalties (ie. Knock-downs, Disobediences)

5:4C EVENT - 4C**SHOWJUMPING - OPTIMIST STAKES****5:4C:1 The Event.**

This is a variation on Event 4A - Gamblers Stakes. Competitors must pass through the Start flags and jump the jumps in numerical order up to Jump 8, then they can choose to EITHER jump number 9 OR the 'Joker' and then pass through the finish flags.

5:4C:2 The Course.

There shall be 10 Obstacles and each obstacle will be numbered.. No combinations permitted.

Obstacles will be progressively more difficult up to The 'Joker' at a maximum height of 1m.

5:4C:3 Timing.

Each competitor will be timed. The clock will be stopped to rebuild a fence knocked down by a refusal. The times of all Team Members will be added together, but will only be taken into consideration if two or more team' total scores are equal, in which case, the team with the better time shall be the winning team.

5:4C:4 Scoring.

For each obstacle jumped clear on the first attempt, the competitor will gain points equal to the number of the obstacle. No points will be awarded for any obstacle knocked down.

20 points will be awarded for successfully jumping the 'Joker'.

20 points will be deducted for an unsuccessful attempt.

The scores of each Competitor are added together to give the Team Score. See Rule 4:3. The Team with the greatest number of points will be the winner.

5:4C:5 Penalties.

To be deducted from the points gained.

-3rd Disobedience over whole course - Elimination + 10 penalties (points gained in this event up till elimination will be counted).

-Fall by Horse/Rider - Elimination + 10 penalties (Rule 3:26 Appendix 1 (e) & (f))

-Course error - 10 penalties

-Failing to pass through the start/finish flags - 15 penalties

5:4C:6 Equality.

If there is a tie, the team with the fastest time will be the winners.

5:4D EVENT - 4D

SHOWJUMPING - TOP SCORE

5:4D:1 The Event.

In this competition the Competitor must pass through the start/finish flags then jump all the obstacles he chooses in the order and the direction he desires within the time limit.

5:4D:2 The Course.

The course shall have from 10 to 12 Obstacles. Maximum height is 95cms with at least 6 jumps under 60cms. All jumps must be able to be jumped from both directions. Each obstacle is allotted a number of points, from 10 to 120 according to its difficulty. No combinations permitted. Each obstacle can be jumped twice to count but no more than twice. Jumping any more than twice shall not incur elimination but scores NO POINTS.

5:4D:3 Timing.

The Time Limit per Competitor is 90 seconds. The Competitor's time will start when they pass through the Start/Finish flags. The bell will indicate the end of the time. The Competitor must immediately cross the finish line, from either direction. The clock will be stopped when the Competitor passes through the start/finish flags.

5:4D:4 Refusals.

After a refusal, the competitor may by-pass the obstacle where the refusal occurred without penalty except in time. After three disobediences, the bell will be rung to stop the competitor who must then cross the finish line. This competitor's score up until that time will count for the Team's score with a 10 point penalty.

5:4D:5 Knock Downs

An obstacle knocked down during the course will not be rebuilt. If it is rebuilt and if it is re-jumped, no points will be credited to the competitor. The same applies when a lower element is displaced. Passing through the up-rights (boundaries) of a knocked down obstacle entails no elimination but scores NO points.

5:4D:6 Scoring.

Competitors are credited with the number of points allotted to each obstacle provided it is jumped clear. No points are awarded for an obstacle knocked down. At the expiration of the time allowed for the course, the competitor will be credited with the number of points allotted at the last obstacle if it is jumped clear and if the forelegs of his horse have touched the ground on landing before the bell.

Fall of Horse/Rider – Elimination. The competitor's score up until the fall will count for the Team's score with a 10 point penalty. (Falls Rule 3:26 Appendix 1 (e) & (f))

5:4D:7 Equality.

The scores of each Competitor are added together to give the Team Score. See Rule 4:3. The Team with the greatest number of points will be the winner. In the case of an equality of points the Team with the fastest time will be the winners.

**5:4E EVENT - 4E
SHOWJUMPING – JIGSAW****5:4E:1 The Event.**

This is a competition for pairs. If a Team member has withdrawn, one member may ride twice. A Team must compete in two pairs. Both riders must cross the start/ finish lines. These may be crossed in either direction by either rider. Each will be required to jump half of the total number of obstacles with both members jumping at the same time. The Obstacles may be jumped in any order and in either direction, but ALL of the Obstacles must be jumped once only and each rider must jump half of the Total number.

5:4E:2 The Course.

Not less than 12 obstacles will be placed in the arena and will only be numbered for the purpose of judging. Height limit 95cm. At least 6 jumps will be under 60cms. Combination obstacles are not permitted. All jumps must be able to be jumped in both directions.

5:4E:3 Refusals.

Should a competitor have a refusal, he must continue to endeavour to jump that obstacle from the same side and may not proceed until he has jumped it. Should the obstacle be displaced, the clock will be stopped while the obstacle is rebuilt. The other rider may carry on. Three refusals over the whole course and that rider must go directly through the finish flags and incur 100 penalties.

5:4E:4 Timing.

The time will be taken when the first horse goes through the start flags until the last horse goes through the finish flags.

5:4E:5 Scoring.

The Team's two pairs' times shall be added together with any penalty points, to make up the Teams Score. The Team with the lowest score will be the winner. In the case of a tie, the Team with the least

disobediences will be the winner.

5:4E:6 Penalties.

- First disobedience - 3 penalties
- Second disobedience - 6 penalties -
- Third Disobedience - 100 penalties
- First disobedience with knock-down - 6 penalties
- Second disobedience with knock-down - 9 penalties -
- Obstacle knocked down - 4 penalties
- Fall by Horse/Rider - Elimination + 8 penalties (Falls Rule 3:26 Appendix 1 (e) & (f))

5:4F EVENT - 4F

SHOWJUMPING - RESCUE RELAY

5:4F:1 The Event.

This competition shall be ridden by a team of 4. If a Team member has withdrawn the Team can compete as a Team of 3, no aggregate score will be given. Each competitor shall jump as many obstacles (in numerical order) as possible within the time specified.

At the end of their round or if they have a fault, the next Team Member takes over.

The competitors may change over as many times as there is reason to do until stopped by the clock.

The time shall be worked out with the following formula from the measurement of the course. $(300\text{m}/\text{minute}/\text{horse} + 30\text{sec})$

Host Club will inform Teams on Entry forms which Course,

5:4F:2 The Course,

OR 5:4F:2a The Course Alternative will be used at NITE/SITE.

5:4F:2 The Course

There shall be 8 to 10 Obstacles, with no combinations. The height limit is 95cms.

5:4F:2a The Course Alternative

The Rescue relay can be run slightly different than usual to help encourage riders who are not so keen and not disadvantage those that are keener.

- 1) There will be 2 courses side by side.
- 2) Course A will have heights from 50cm to 70cms and 8 jumps in total...
- 3) Course B will have heights from 70cms to 90cms and 8 jumps in total.

4) The jumps will be as similar as they can be with a total of 16 jumps set up in the arena. Each jump will be 2 jumps side by side at the different heights.

5) Both courses should be as close to the same distance as possible.

6) Jump 1 will be (just an example) a cross bar at 50cm (Course A), right next to it will be another cross bar at 70cm (Course B).

Jump 2 will be a wee upright at 55cm and another jump right next to it at 75cm... and so on round the course...

7) It doesn't matter what Course you jump BUT if you start on Course A you can only jump Course A jumps. If you start on Course B you can only jump Course B jumps.

8) IF Rider one can only jump up to 70cms she/he jumps Course A and jumps all the jumps in Course A only, total 8 jumps.

Rider 2 comes in and IF she/he is happy to jump the bigger jumps so jumps all the jumps in Course B only, total 8 jumps.

9) Rider 3 comes in and jumps Course A or B and so does rider 4...

10) So Rider 1 has a fault (Rail Down) at jump 6... Rider 2 comes and starts at jump 7 but as she/he is a happy jumper and she/he jumps the bigger 7 not the littler one... This is also how it would work going from Course B to Course A if the next Rider is not such a keen rider.....

11) Each rider does what they are happy to jump and each team can earn max points as each jump is worth 5 points or one point if it's a rail down as per rules.

12) All other Rules apply.

5:4F:3 Change over.

In the course of the competition, a whistle will be used to indicate that a fault has been committed and that the next member of the Team to ride must take over. That member must finish that round and then continue on to complete their own round. If a member completes one circuit of the course without fault, the next member must take over and begin another round at Jump No. 1.5:4F:4 Faults.

(a) If it was a jumping fault (knock down) the next rider takes over and must jump the next obstacle following that where the fault occurred.

The competitor who committed the jumping fault must not jump the next obstacle under penalty of elimination of the team. For this reason, consecutive obstacles should not be placed close together in a straight line.

(b) If the fault was a disobedience, the next member takes over and must jump the obstacle where the disobedience occurred.

(c) If the fault was a disobedience and the obstacle or any part thereof is displaced, and has not been re-set when the next member taking over the round is in position to jump this obstacle, he must stop within ten metres

in front of the obstacle and the clock will be stopped. When the obstacle has been re-set, the bell will be rung for the member to continue and the clock will be re-started.

(d) If a Horse/Rider falls, they are Eliminated and the next member must take over at the next jump. If the rider must be attended to, the Judge will ring the bell to stop the clock until the course is clear.

5:4F:5 Timing.

The time shall be worked out with the following formula from the measurement of the course. (300m/minute/horse +30sec)

The time shall start from when the first competitor passes through the start flags. The competitor jumping the course when the bell for time is rung must then jump the next obstacle. This obstacle will not be counted in the score. The obstacle being jumped when the bell is rung will be counted if the horse's forefeet have landed before the bell went.

5:4F:6

There shall be only 2 of the team in the arena at the same time, one competing and the other waiting to take over or begin their round. Once the competitor has completed their round or faulted, they must leave the arena and the next member of the Team shall enter the arena ready to take over.

5:4F:7 Scoring. 5 points shall be awarded for each obstacle jumped clear and 1 point for each obstacle knocked down.

The Team with the highest jump points shall be the winner.

A Horse/Rider that falls is Eliminated and their score up till that fall is counted in teams score. (Falls Rule 3:26 Appendix 1 (e) & (f))

5:4F:8 Equality.

In the event of a tie, the Team with the most 5 point scores shall be the winner.

5:4G EVENT - 4G

SHOWJUMPING - RELAY FROM ENCLOSURE

5:4G:1 The Event.

The Team enters the arena together and goes into an enclosure or "Base". If a Team member has withdrawn, one rider may ride twice. Each Member must jump all the obstacles in numerical order and then return to Base.

The next member may only leave the base once the preceding competitor is entirely inside the Base. A steward must be present at the Base and any competitor leaving the Base during the course of the round will entail the elimination of the whole Team. Each Team member must take a turn.

5:4G:2 The Course.

There shall be 8 obstacles, no higher than 95cm, including one double.

5:4G:3 Timing.

The time is taken from the moment the first competitor crosses the start line till the last competitor crosses the finish line.

5:4G:4 Falls.

If a Horse/Rider falls that rider is Eliminated and must return to Base. 10 penalties are added to the Team score, in addition to their jump faults. The clock will not be stopped.

If the rider is unable to return to base due to injury, the Judge will ring the bell to stop the clock. Once the course is clear the Judge will ring the bell to release the next rider from Base and restart the clock. (Falls Rule 3:26 Appendix 1 (e) & (f))

5:4G:5 Refusals.

Three refusals by a rider over the entire course and that rider must return to Base and incur 50 penalties.

5:4G:6 Refusal plus Knocked down.

If the fence is knocked down as part of a refusal, the Judge will ring the bell and the clock will be stopped while the fence is re-set. Once it is re-set, the Judge will ring the bell for that Rider to continue.

5:4G:7 Scoring.

The score is calculated by adding the time and the penalties. The winner is the Team with the lowest score. In the event of a tie, the winner shall be the Team with the fastest time.

5:4G:8 Penalties.

- First disobedience - 3 penalties
- Second disobedience - 6 penalties
- Third Disobedience - 50 penalties
- Obstacle knocked down - 4 penalties
- Fall by Horse/Rider - Elimination + 10 penalties (Falls Rule 3:26 Appendix 1 (e) & (f))

APPENDIX

1. JUMP FAULT DEFINITIONS
2. FORBIDDEN ASSISTANCE DEFINITIONS
3. HOST CLUB CHECKLIST
4. GEAR INSPECTORS CHECKLIST (example)
5. GEAR/STAFF CHECKLISTS

1. JUMP FAULTS DEFINITIONS.

(a) A horse is considered to have Refused if it stops in front of the obstacle to be jumped or stops and steps back even a single pace or the halt is prolonged. If a horse that has already stepped back once is represented at the obstacle and halts and steps back a second time, or if the halt is prolonged and the rider re-doubles or changes his effort, still without success, this constitutes a second refusal. A step, immediately followed by a standing jump or if the horse stops and steps/shuffles sideways before jumping is not to be penalised.

(b) A horse is considered to have Run-out if it avoids an obstacle to be jumped and runs out to one side or the other or avoids jumping the obstacle inside the flagged area.

(c) A horse is considered to be have Circlled if it crosses its original track, from which ever direction, while negotiating or attempting to negotiate an obstacle or any part thereof. Combinations are one obstacle and are designed as an integral test - any circling between these elements shall be penalised. If a rider completes a circle to represent their horse after a refusal or run-out they shall be penalised for the refusal only. A competitor may circle without penalty between obstacles even if they are quite close together, provided they clearly have not presented their horse to the next obstacle and they are separately numbered.

(d) A Disobedient horse, is one that is shying, backing-off, rearing, circling and refusing to go forward. They may be some distance from the obstacle and the rider may not have actually presented the horse to the jump, but the horse has taken it in mind, to jib at that obstacle. If the disobedience continues for a prolonged period of

time (60 seconds), they shall be eliminated, or in the case of 5:3A Event 3A, must go on to the next obstacle.

(e) A Rider is considered to have Fallen when he has separated from his horse, in such a way as to necessitate remounting or vaulting into the saddle.

Any rider who has a fall during any event, flat or Jumping is eliminated from that event. The rider must be checked and cleared by the attending Medical Officer before continuing with another event.

Any rider who falls at a NZRC National or Island Competition must be checked by the attending Medical Officer before leaving the grounds. This applies to competitors and non-competitors. (Rule 3:26)

(f) A horse is considered to have Fallen when the shoulder and quarters have touched either the ground and/or the obstacle. Any horse who has a fall during any event, flat or Jumping is eliminated from that event.

A Second fall by a horse at the Competition is total Elimination. (Rule 3.26)

2. FORBIDDEN ASSISTANCE DEFINITIONS.

Any intervention by a third party, whether solicited or not, with the object of facilitating the task of the rider or of helping their horse, is considered forbidden assistance, ie;-

(a) To be followed, preceded or accompanied, on any part of the course, by any vehicle, bicycle, pedestrian or horseman not in the competition

(b) To post friends at certain points to call directions or make signals in passing

(c) To have someone at an obstacle to encourage the horse by any means whatsoever

(d) To clear a track or short cut for any competitor.

(e) To give assistance by voice or signal to a competitor to rectify any course error. However, a Rider may ask the Jump Judge if they have negotiated the fence correctly and the Jump Judge must answer yes or no. They may not tell them what to do to rectify any error.

3. HOST CLUB CHECKLIST.

TASK	PERSON	DATE	CONFIRMED
Nominate Secretary			
Apply for advance			
Get Rule Book			
Check Insurance			
Select Venue			
Select date			
Inform RRU Editor			
Check Equipment required			
Select Events			
Print Entry Forms			
Send E/F to Clubs			
Prepare Timetable			
Obtain checklists & score sheets off website			
Select Judges			
Select Officials			
Scorers			
Writers			
Caterers			
Stewards			
Runners			
Technical Delegate			
Gear Inspectors			
Time Keepers			
Starters			
Arrange Sound system			
Arrange First Aid			
Arrange Vet			
Purchase Ribbons			

Sort Sponsorship			
Locate Trophies			
Prepare copies of score sheets			
Prepare copies of checklists			
Prepare scoreboard			
Send Invitations*			
Make signposts			
Advertise event in local papers/radio			
#Make bridle number +			
#Arrange "welcome" party			
Arrange person to check toilet/showers during event			
Print copies of draw			
Check entries with Treasurer			
Nominate Disciplinary Comm.			
#Pray			
After its over			
Have a drink			
Thank Venue Owners			
Clean up venue			
Pay all costs			
Repay NZRC loan			
Send Results to RRU Editor and Website Coordinator			
Send Results to National Committee			

*It is usual to invite the President and the Patron and Vice President of each Island to the relative Teams Event.

#Not essential, but helps.

+Should be in NITE box

4. GEAR INSPECTORS CHECKLIST.

Example only – All Gear Check Sheets and Judges Sheets are available off NZRC Website.

Saddlery	Rider 1	Rider 2	Rider 3	Rider 4
Saddle – safe, correctly fitted				
Bridle – safe, correctly fitted				
Whips 38cm to 72cm				
Spurs – blunt and facing down				
Martingale – must have stoppers				
Not allowed: Standing martingale, market harborough, side reins, draw reins, hoods or blinkers restricting the horse's vision.				
Dress	Rider 1	Rider 2	Rider 3	Rider 4
Approved Helmet with harness*				
Footwear with smooth sole, solid heel				
Uniform				
NZRC badge				
Body Protectors (recommended)				

Tick for correct. Cross for incorrect, Recheck Needed. Tick for Correct.

Rule 3:17 (k) NZRC Badge. 2 Point penalty for no badge.

* A Safety Approved Equestrian Helmet, properly fitted and secured with a chin strap or harness must be worn at ALL TIMES WHEN MOUNTED. (Rule 3:17(b))

+The following gear is NOT allowed-

3:17(d) Standing Martingales. Only permitted for Event 1D Team Games.

3:17(e) Market Harboroughs, side, draw/bearing reins

3:17(f) Hoods or Blinkers restricting the horses field of vision

3:17(i) Ordinary snaffle bridle only allowed for all NZRC Dressage Tests. No martingales at all for Events 5:2B Event 2B, 5:2C Event 2C, 5:2D Event 2D or 5:2E Event 2E.

5. STAFF & EQUIPMENT LISTS.**ALL JUDGES MUST HAVE;**

Copy of Rules covering the Event they are Judging.

Comfortable vantage point to sit/stand.

Up to date list of competitors in correct order, with notes of when breaks have been allowed for.

ALL WRITERS SHOULD HAVE;

Score sheets with the Team/Riders names already printed.

List of Competitors in correct order.

Clip boards & pens.

ALL GATE STEWARDS SHOULD HAVE;

Up to date list of competitors, in correct order with notes of when breaks have been allowed for.

ALL TIME KEEPERS SHOULD HAVE;

Up to date list of Competitors in correct order.

A MINIMUM OF 2 RELIABLE STOP WATCHES where applicable.

Clip Board and pens.

STAFF**EVENT 1A**

2 Judges

2 Writers

Gear Inspector

Gate Steward

Arena Helpers

Time keeper

2 Score sheets/team

EQUIPMENT

x 2 where ridden 2 at a time on identical courses

Arena Rope

Free swinging gate x 2

Trotting poles/other obstacles x 2

Extra rails/drums

Mounting Block x 2

stop watches

Course plan

EVENT 1B

1 Judge

1 Writer

Gear Inspector

Gate Steward

EVENT 1C

1 Judge

1 Writer

Flat Area

Mounting Block

Gate Steward Gear Inspector	1 Score sheet/team
EVENT 1D 1 Referee/Judge Gate Steward Gear Inspector Lane Stewards Time Keepers Time keepers/Sheets/Pens	Whistle and hand held flag Flat Games Area Games Equipment for Games being used 1 per lane used with Hi Vis Vest on 1 per lane used with stop watches Plus 1 spare stop watch for backup
EVENT 1E 2 Judges 2 Writers Gate Steward Gear Inspector	Arena 60m x 20m 2 Score sheets/team
EVENT 1F 2 Judges 2 Writers Gate Steward Gear Inspector	Flat Area unmarked approx.60mx30m 2 Score sheets/team
EVENT 1G 1 Pre Ride Check/ Vet 2 Writers Gate Steward Time keepers & Stop watches Gear Inspector	Stethoscope Course Plan Direction flags Start/finish line flags
EVENT 2A & 2D 2 Writers Gear Inspector Time Keeper Gate Steward	60 x 20 Arena & Markers Letters Music system 2 Score sheets/team Bell
EVENT 2B & 2E 1 Judge 1 Writer Gear Inspector Gate Steward	Dressage Arena (check test for size) 1 score sheet/rider/pair Bell

EVENT 2C

1 Judge
 1 Writer
 Gear Inspector
 Gate Steward

Dressage Arena 40m x 20m
 4 small jumps or cavalletti
 1 score sheet/rider
 Bell

EVENT 3A

1 Senior Judge
 1 Writer
 1 Time Keeper
 Gear Inspector
 Starter
 Gate Steward

Cross country course
 Flags & Numbers
 Back numbers
 1 Score Sheet/team
 1 Jump Sheet/obstacle
 Course Plan

EVENT 3B

1 Time Keeper
 Starter
 Gear Inspector
 Course Repair Person

Cross country course
 Flags & Numbers
 Back numbers
 Course Plan
 1 Jump Sheet/obstacle

EVENT 3C

2 Judges
 2 Writers
 Gear Inspector
 Arena Helpers

Flat Area
 Natural looking jumps
 2 Score Sheet/team
 Arena Rope

EVENT 3D

2 Judges
 2 Writers
 Gear Inspector
 Gate Steward
 Arena Helpers

Jumps and Numbers
 2 Score Sheet/team
 Arena Rope

EVENT 3E

1 Judge

 1 Time Keeper
 Starter
 Gear Inspector
 Jump Judges

Cross Country/ Show Jumping
 Course
 Flags and Numbers
 Back numbers
 1 Jump Sheet per obstacle
 Course Plan

EVENT 3F

2 Judges	up to 4 flights of Jumps
2 Writers	
Gear Inspector	Arena Rope
Gate Steward	1 Score Sheet Set/team

EVENT 4A, 4B, 4C, 4D, 4E & 4F

1 Judges	Jumps and Numbers
1 Writer	Flags
Time Keeper	Arena Rope
Gear Inspector	Bell
Gate Steward	1 Score Sheet/team
Arena Helpers	

EVENT 4G

All of above plus a roped off area, *Base* and Base Steward

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AMENDMENTS TO COMPETITION RULES

Appendix

RULE BOOK PUBLISHED JULY 2006 UPATED JUNE 2013

Note Page numbers may have changed slightly due to reprints and amendments

The dates are approximate in some instances.

PAGE APPROX DATE RULE AMENDMENT

1	Pre June 2012	1:4	\$300 donation and \$200 Advance
14	Pre June 2012	3:6(d)	Notification of Stallions attending
17	June 2012	3:17(b)	Safety Approved Equestrian Helmet must be worn at all times when mounted
21	Jan 2011	4:4	No aggregate scores
25	June 2012	5:1B:1(a)	Hunting/Velvet Caps removed
34	June 2012	5:2A:4 (a)	Judges stop quadrille when music stops, restart when sorted.
34/35	June 2012	5:2A:6	Dress/Costume/Fall: Costume displacement unsafe; stop quadrille
35	June 2012	5:2A:7	Scoring: 10 point penalty
38	June 2012	Phase Three Events.	Last para Body/back protectors added.
39	June 2012	5:3A:4(k)	Alternative jumps max 65cms.
47	Pre June 2012	5:4A	EVENT 4A Two Judges and two writers are required for this event
67	Pre June 2012	APPENDIX	EVENT 4A, 4B, 4C, 4D, 4E and 4F 2 Judges, 2 Writers
14			Eligibility of horse/rider
15	3	:9	Added Rule to Substitutions
16/17	3	:16	Elimination for not wearing SAEH
17	3	:17	Reworded re Helmets and penalty for non-compliance
19	3	:26	Falls - compulsory medical check

- 19 3.26 Falls – 2 Fall horse/rider Elimination
Falls Rule amended for ALL Events
- 28 5:1D EVENT -1D TEAM RIDE Almost completely
rewritten
- 29 5:1E EVENT 1E: NZRC TEAM TEST Almost completely
rewritten
- 34 5:2A:4 Remove cassettes Add USB
- 38 Top page. Recommended Body/Back protectors.
- 39 5:3A:4(e) Water depth 0.2cm. (f) Remove orange flag.
- 44 5:3C:4 Over Jumps Add alternative height jumps max
height 65cms
- 44/45 5:3C:4 (b) and (c) Add (s) to fences
- 60 Appendix 1 (e) Rider falls
- 1 (f) Horse falls
- 63 Appendix Gear check Safety Approved Equestrian
Helmet

Dressage Book

Explanation of dressage test 1st paragraph changes

Fall of rider Elimination

SAEH all dressage including Prix Caprilli

Dressage Test Change penalties for errors

Level 1 and 2 remove first halt

New pairs dressage test added

All pairs test added alternative scoring

August 2017

Cover Page Change date of updates

Table of Contents Change Page numbers

Page 10 2:24 Prizes ADD National will pay for Overall

Ribbons/Rosettes only. Please send invoice to National Secretary.

Page 10 2:26 Scoring ADD Event Score/Judges Sheets can be
downloaded from The NZRC Website.

Page 17 3:17 ADD NOTE: All Riders must have a gear safety and compliance check before each Event

Page 17 3:17 (d) ADD except in Events 2B dressage, 2C Prix Caprilli, 2D Pairs Dressage Freestyle and 2E Pairs Dressage.

ADD Only permitted in Event 1D Team Mounted Games

(j) ADD Are Optional

Page 20 ADD (c) All Riders must have a gear safety and compliance check before each Event

Page 20 ADD 1D Team Mounted Games

Page 26 ADD Whips up to 145cm

Page 27,28,29,30,31,32,33,34,35,36 Team Mounted Games Rules

stPage 37 5:1E:2 Scoring ADD (d) Course error 1rs Course Error 2 Penalties per Judge, 2nd Course Error 4 Penalties per Judge, 3rd Course Error Elimination

ADD (e) Fall or Horse/rider = Elimination Rule 2:26 Append (e) and (f). May continue with 3 riders.

Page 38 5:1G:4 ADD Bridle or

Page 39 5:1G:7 ADD Bridle or

Page 43/44 5:2C:2 ADD For NITE and SITE use only the NITE and SITE Judges Score Sheets.

- a) Competence of Rider: 50 Marks, Influence of Rider on Horse: 50 Marks.
- b) Course Errors, 1st Error 2 penalties per Judge, 2nd Course Error 4 Penalties per Judge, 3rd Course Error Elimination
- c) Jump Faults
 - Knock down = 4 faults
 - 1st Refusal = 3 faults
 - 2nd Refusal = 6 faults
 - 3rd refusal = Elimination,
 - Fall of horse/rider = Elimination. (Rule 3:26. Append (e) and (f)).

Page 44 5:2E:1 Add Dressage Score Sheets

5:2E:2 Scoring Add There are two different methods of scoring for the Pairs Tests as per Test Score Sheets. Only ONE method is to be used. The method of scoring must be advised when the tests are selected for this Event.

Page 45 ADD Optional

Page 60 5:4B ADD Horse Trials Type

Page 70 4. Gear Inspectors Checklist

ADD Example only – All Gear check sheets and Judges Sheets are available on NZRC website

ADD new Example of Gear Check Table

3:17 (d) ADD Only permitted for event 1D Team Mounted games

3:17 (i) ADD No martingales at all for Events 2B, 2C, 2D or 2E.

Page 72 Add off website

Page 76 ADD Event 1D Staff and equipment list

Page 83 5:1D Team Ride removed ADD Team Mounted Games 1D

September 2018.

Page 1. 1.5 Clarify Ribbons/Rosettes that the National body will pay for.

Page 2. 2:24 Clarify Ribbons/Rosettes that the National body will pay for.

Page 30. 1:1D:4 Scoring Add (e) and (f) Scoring in the event of equal placing .

September 2019.

Page 26. 5:1D Mounted Games

Add 5:1D:1 Arena Officials. Change following numbers

Page 40. 5:2D Pairs Dressage Freestyle.

Change time allowed. Take out Dressage levels to be in line with
Quadrille

Page 60. 5:4F. Rescue Relay

Add Host Club will inform Teams on Entry forms which Course, 5:4F:2

The Course, OR 5:4F:2a The Course Alternative will be used at
NITE/SITE.

Page 61 Add Alternative Course Rules 5:4F:2a

August 2021

Page 15 Rule 3.19 Change Riding on the Course from 4 weeks to 1 week.

Page 75: Only 1 Judge is needed. Replace 2 with 1. All SJ.

Page 64 and 65: Rescue Relay, Change Time allowed in Event 4F SJ Rescue Relay
(300m/minute/horse +30sec)

Page 51 : Add Event 3F Teams Formation Jumping.

Club Colours

Horowhenua Riding Club	Black and Aqua blue
Nelson Riding Club	Blue and Silver
Waimarino Riding Club	Gold Top and Black jodhpurs
Pegasus Riding	Blue and Yellow
Canterbury Riding Club	Black, Red & Gold
NZ Standardbred Riding Assn	Black & White
Central Hawkes Bay	Teal, Black and Silver
Twin City Riding Club	Dark Green and White shirt and White Jodphurs
New Plymouth and Districts	Black Shirt with Amber trim and Black Jodphurs
Manawatu Saddle Up Club	Red and White
HORSE	Navy with Yellow shirt
Foveaux Riding Club	Black and White
South Makara Adult Riding Club and Treking Club	Royal Blue
Taranaki Riding Club	Lime green
Wanganui	green with white trim
Ohariu Valley Riding Club	Navy Red & White
Te Marua Horse Club	Black and White